DIDDY KONG RACING

Played to bits!

See page 6.

FOR NINTENDO 64 FANS

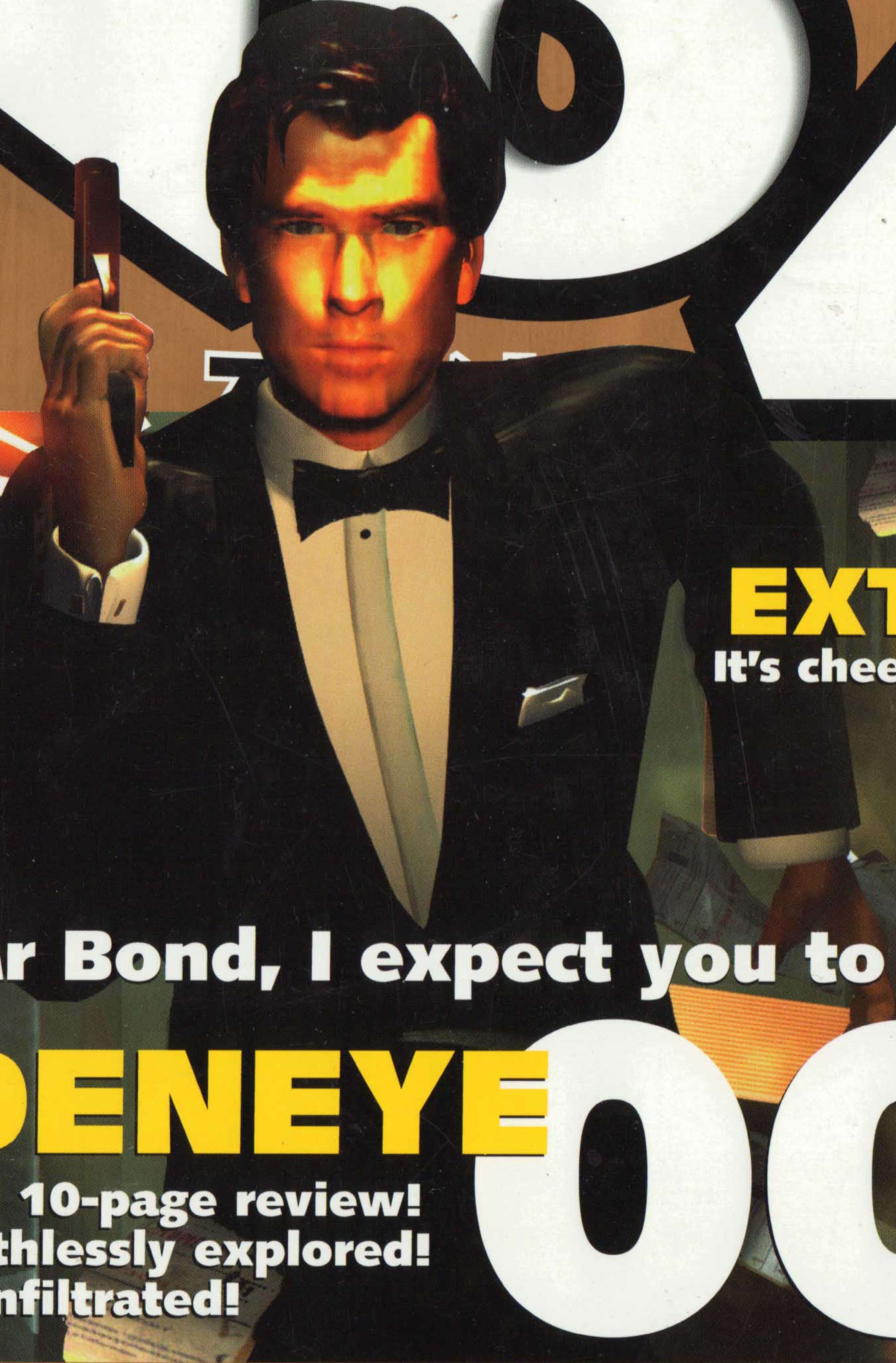
Future Publishing

DECEMBER 1997

£2.95

N64

MAG



LYLAT WARS
The big hits guide!

EXTREME G

It's cheek-flappingly good!

MACE

At last! A decent N64 beat-'em-up!

No, Mr Bond, I expect you to play...

GOLDENEYE 007

- Action-packed 10-page review!
- Every level ruthlessly explored!
- Secret levels infiltrated!

PLUS! JAPANESE AND U.S. NEWS AND REVIEWS!

CHAMELEON TWIST

F-ZERO 64

ZELDA 64

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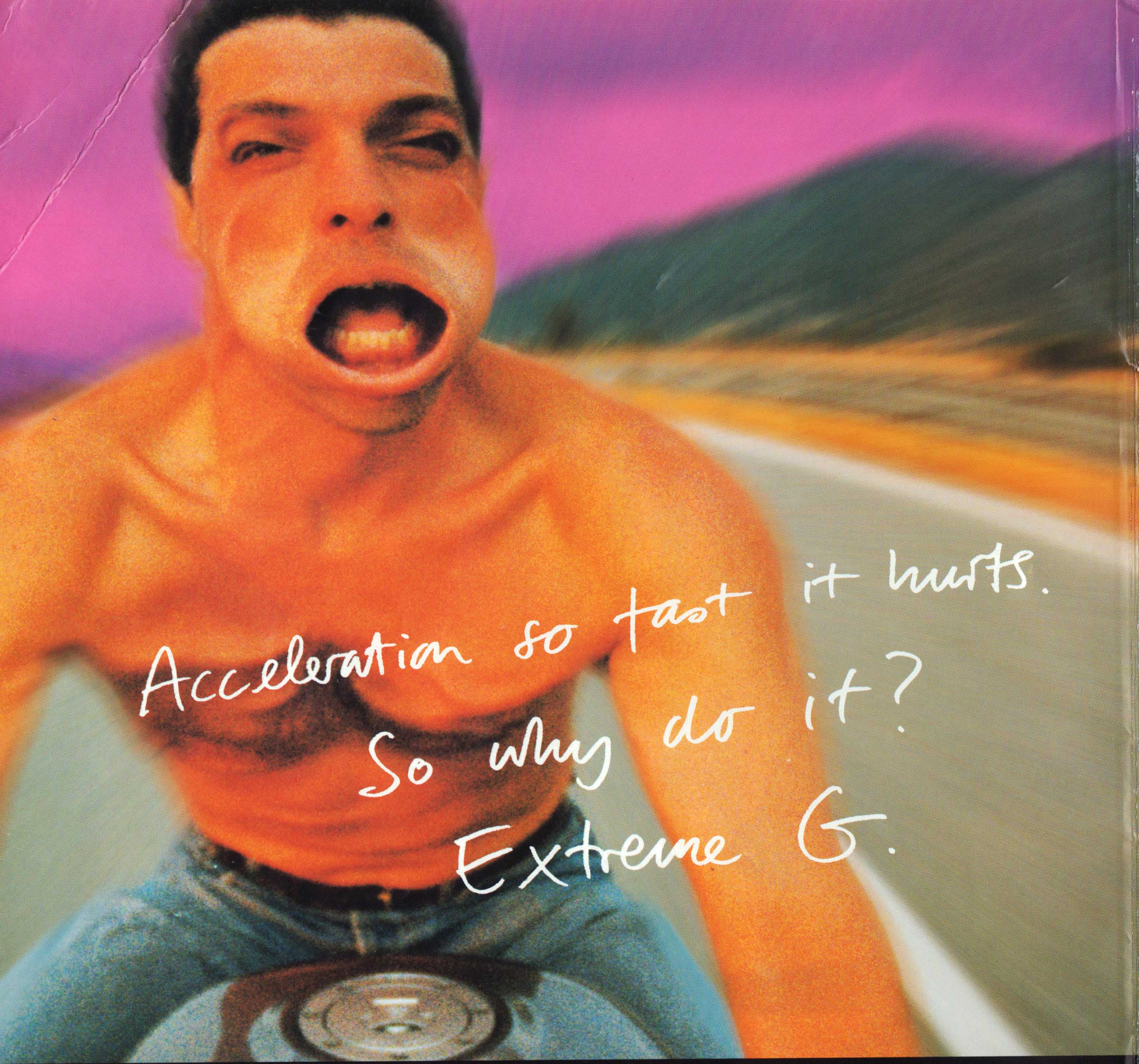
ISSUE 9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NINTENDO64

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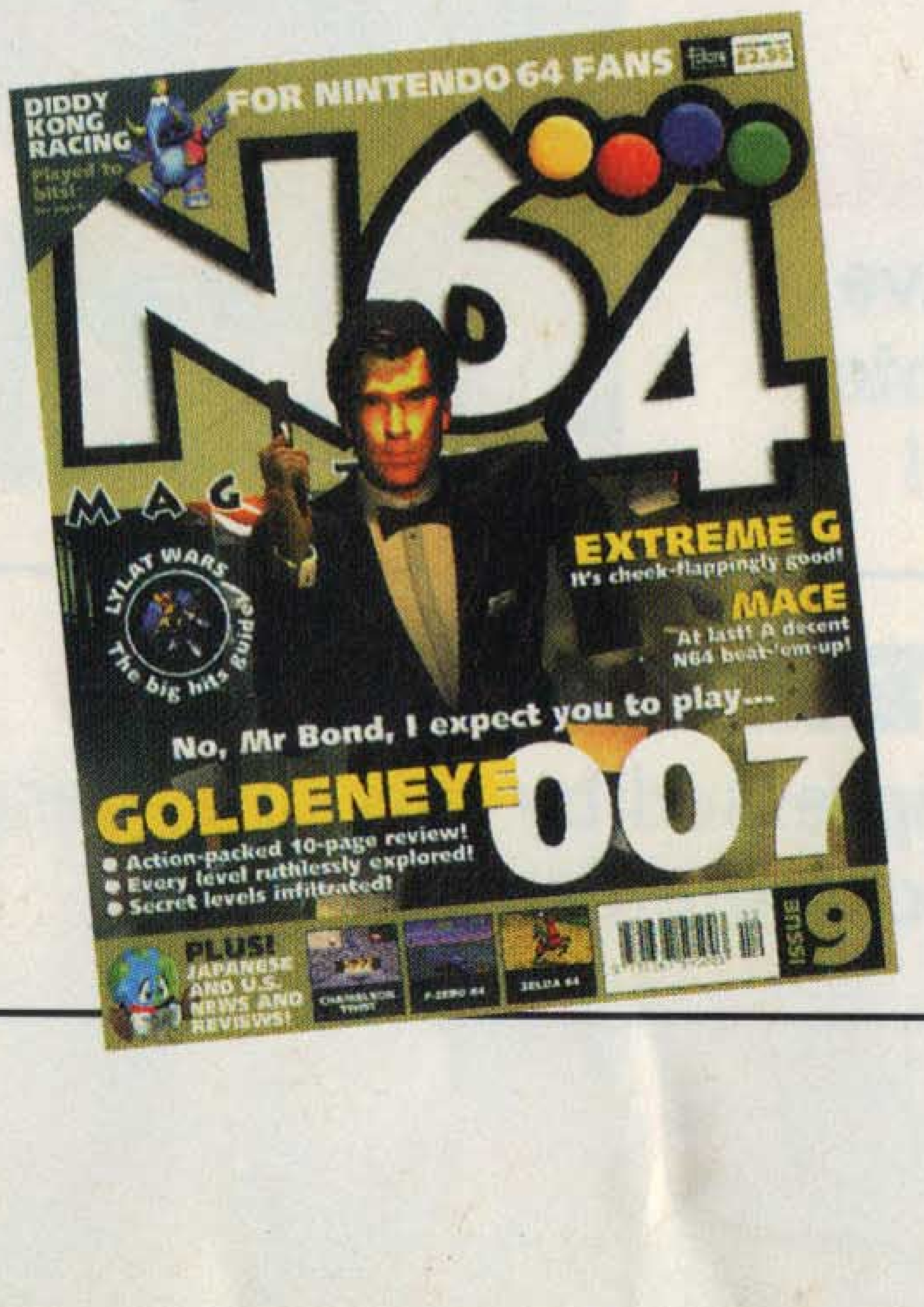
HOW N64 MAGAZINE WORKS

N64 Magazine is the best Nintendo magazine money can buy. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!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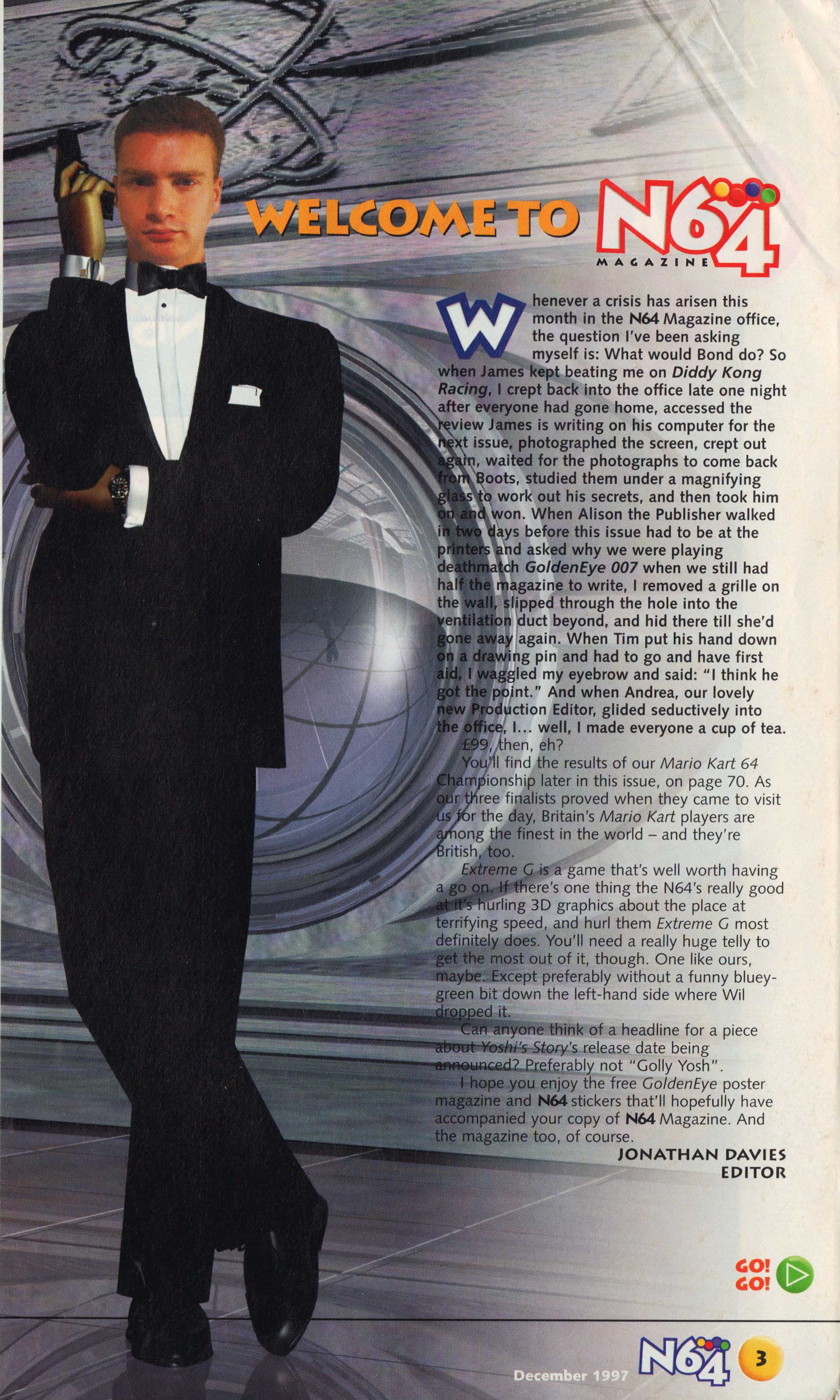

WELCOME TO N64 MAGAZINE

Whenever a crisis has arisen this month in the **N64** Magazine office, the question I've been asking myself is: What would Bond do? So when James kept beating me on *Diddy Kong Racing*, I crept back into the office late one night after everyone had gone home, accessed the review James is writing on his computer for the next issue, photographed the screen, crept out again, waited for the photographs to come back from Boots, studied them under a magnifying glass to work out his secrets, and then took him on and won. When Alison the Publisher walked in two days before this issue had to be at the printers and asked why we were playing deathmatch *GoldenEye 007* when we still had half the magazine to write, I removed a grille on the wall, slipped through the hole into the ventilation duct beyond, and hid there till she'd gone away again. When Tim put his hand down on a drawing pin and had to go and have first aid, I waggled my eyebrow and said: "I think he got the point." And when Andrea, our lovely new Production Editor, glided seductively into the office, I... well, I made everyone a cup of tea.

£99, then, eh?

You'll find the results of our *Mario Kart 64* Championship later in this issue, on page 70. As our three finalists proved when they came to visit us for the day, Britain's *Mario Kart* players are among the finest in the world – and they're British, too.

Extreme G is a game that's well worth having a go on. If there's one thing the N64's really good at it's hurling 3D graphics about the place at terrifying speed, and hurl them *Extreme G* most definitely does. You'll need a really huge telly to get the most out of it, though. One like ours, maybe. Except preferably without a funny bluey-green bit down the left-hand side where Wil dropped it.

Can anyone think of a headline for a piece about *Yoshi's Story*'s release date being announced? Preferably not "Golly Yosh".

I hope you enjoy the free *GoldenEye* poster magazine and **N64** stickers that'll hopefully have accompanied your copy of **N64** Magazine. And the magazine too, of course.

JONATHAN DAVIES
EDITOR

GO! GO!

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Reviewed, rated... and completed!

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GOLDENEYE 007

48 EXTREME G

It makes *Mario Kart 64* look like a leisurely bicycle ride, or something. But is it all it's cracked up to be? We, well, find out.

2nd
0:29:48
283
1st
0:52:33
216

54 DARK RIFT

It's a beat-'em-up, it's in 3D, and it's not *War Gods*. Is that enough, though?

IMPORT ARENA

The latest Japanese and American games investigated and rated.

Starts on page 56

56 MACE THE DARK AGES

Blimey! Midway have come up with a fighter we're impressed by!

60 CLAYFIGHTER 63 1/3

But we're not so impressed by this one, despite its smashing 3D backgrounds.

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News from the world of Nintendo 64 Starts on page 6

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We've already played further into it than anyone outside Rare. What do we think of it so far?

10 **F-ZERO 64**
The latest pics from Nintendo show not just twisting tracks but absolutely *swarms* of hover cars.

12 **CHAMELEON TWIST**
By being a bit 'different', this 3D adventure manages to both charm and entertain. And it's out very soon!

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Brilliant graphics and, from what we've seen so far, unerring accuracy.

16 **FIGHTER'S DESTINY**
It was called 'Fighting Cup', and before that 'Struggle Hard'. Now it's nearly finished, and better than ever.

18 **NEWS CENTRE**
Don't be left in the dark. Allow Planet 64 News Centre to change the bulb.

24 **COMING SOON...**
No forthcoming N64 game can escape the adhesive of our giant sheet of StickyFactPaper. See what new information and pictures it's picked up this month.

N64 MAGAZINE HOW TO...

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Is the N64 *really* great? Or have we all been brainwashed? Yikes. There's a thought.

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Hungry? Here's something Mrs. Overton has cooked up.

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Including the fanzines you've been sending us.

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70 **The *Mario* Kart 64 Championship**
The results! The finalists! The final! And the winner of our shiny cup!

MARIO KART CHAMPIONSHIP

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88 **TIPS EXTRA**
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A mouthwatering taste of things to come.

WE'VE PLAYED DIDDY KONG RACING TO ITS FIRST FINISH POINT!

DIDDY

the miniature monkey and a mammoth mission

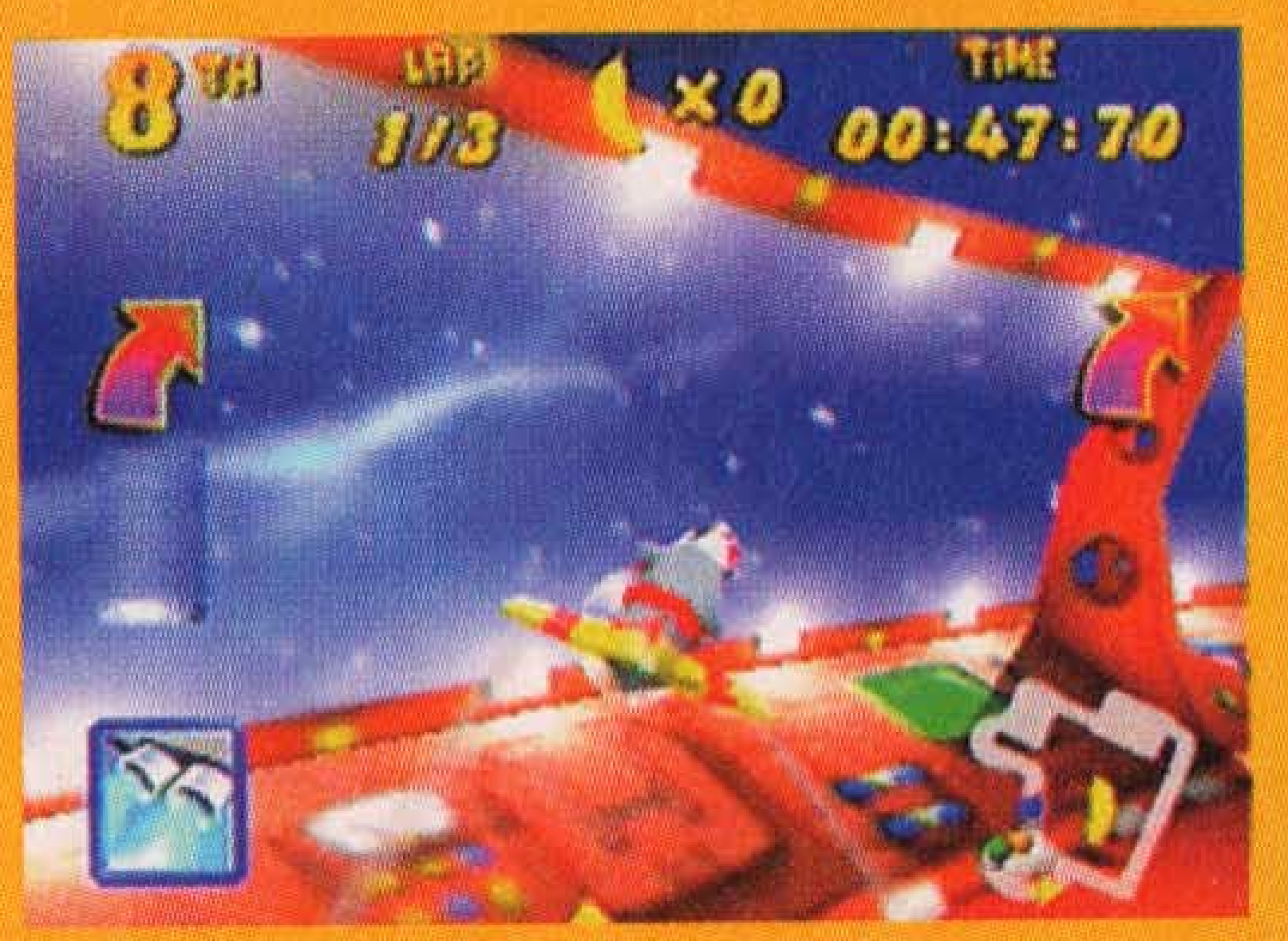
Considering the level of security that's surrounded *Diddy Kong Racing* up to now, it was a bit of a surprise when the burly Securicor officer turned up at the **N64** office with two slim, padded envelopes. After signing the receipt docket with a statesman-like flourish of his antique Parker fountain, Jonathan tossed the two packages at the slumbering form in the corner. "Looks like Rare have sent you something, James."

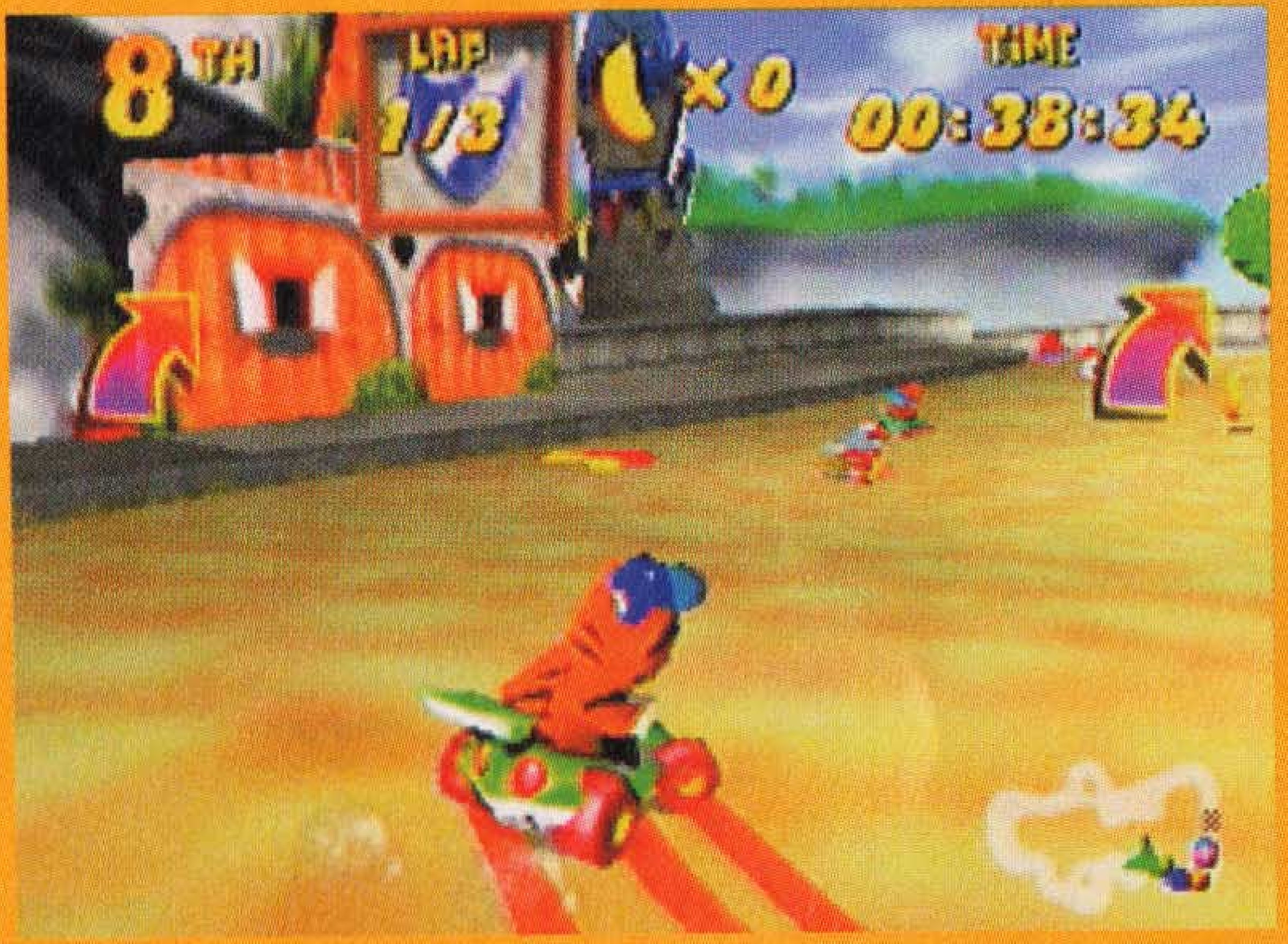
To say that the reaction was instant would be to highlight a hopeless failure of the English language. Nuclear fission would have looked slow in comparison to the speed with which the envelopes were ripped open, the *Diddy Kong* cart from one slotted onto the security cart from the other, and the whole assembly rammed forcefully into a ready and willing N64. Despite the fact that everyone had lots of urgent and important work to be getting on with, soon the entire **N64** team were crowded behind James's shoulder, watching his first endeavours in Dino Domain.

And now, two weeks later, we've finished the game and seen the credits for the first time. However, unbelievably, we're still not fully in position to review it. For one thing, the game's first finish point is miles away from the real finish – we've just discovered a whole new world for one thing, as well as the hint of a mysterious TT mode. On top of that, we've been so busy racing through the single-player game, we've barely scratched the multiplayer mode, never mind the four battle games.

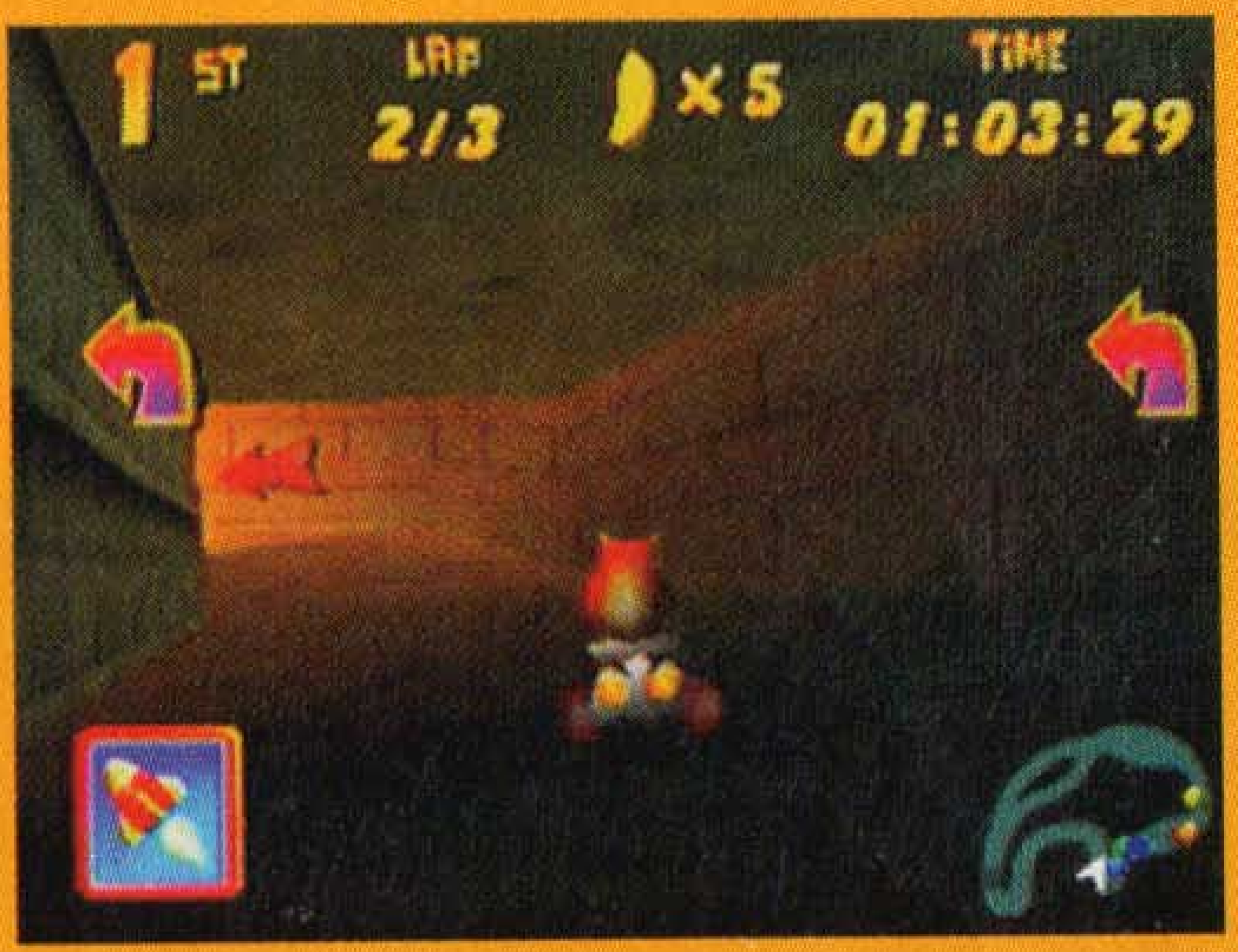
More importantly, though, the **N64** jury is still firmly 'out' on *Diddy Kong Racing*. Obviously it's a brilliant game – almost certainly one that every N64 owner will want to own – but even brilliance is relative and without playing the game a lot more, it's impossible for us to judge whether *DKR* is another *Blast Corps* (89%) or another *GoldenEye 007* (94%). Four more weeks of play and Issue 10 will have the answer.

Bumper flies around Spacestation Alpha. Nice.



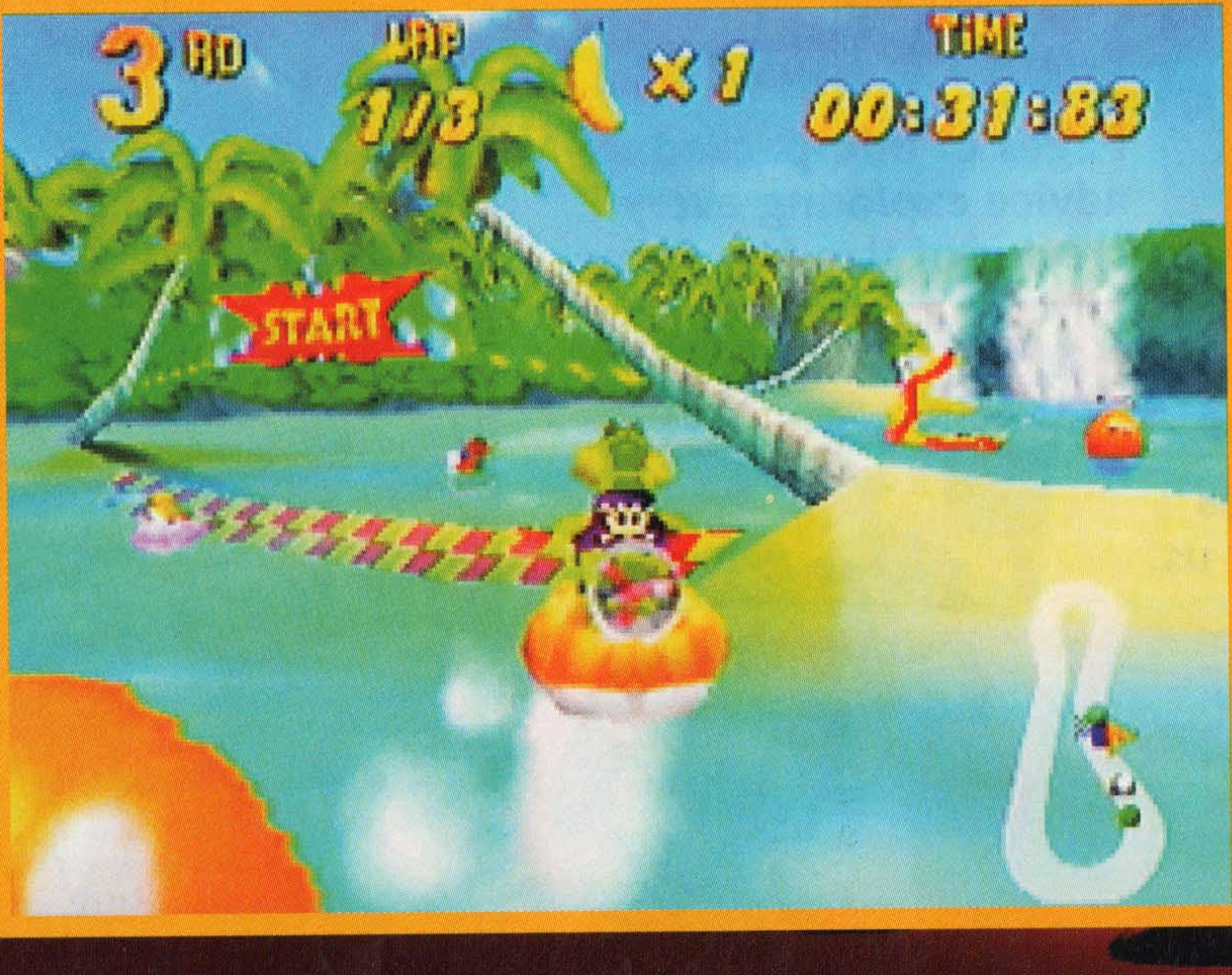


The shoulder button puts a power slide on your kart. You can't hop, though.

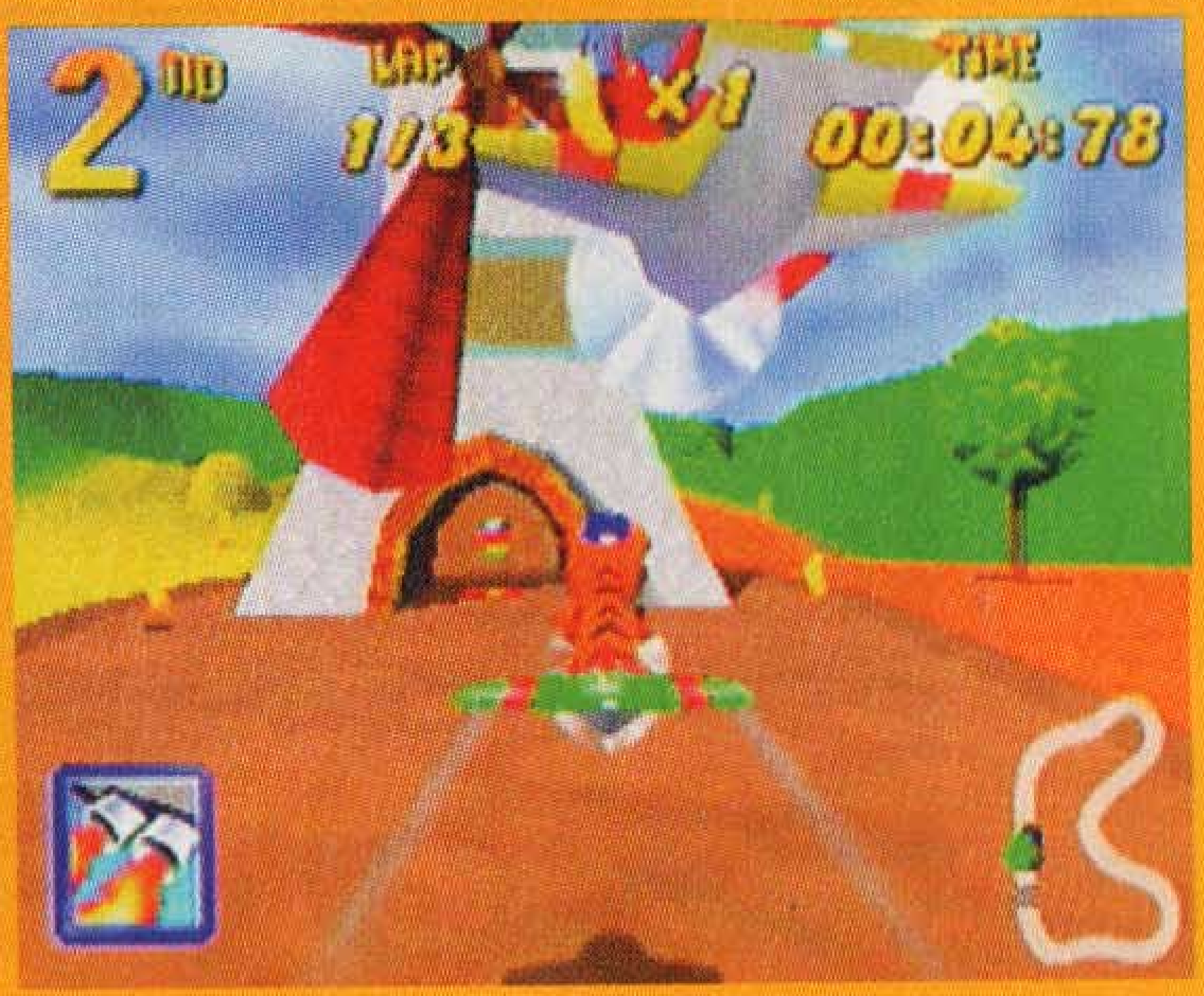


Conker seems fairly unimpeded by his big bushy tail. Lucky really.

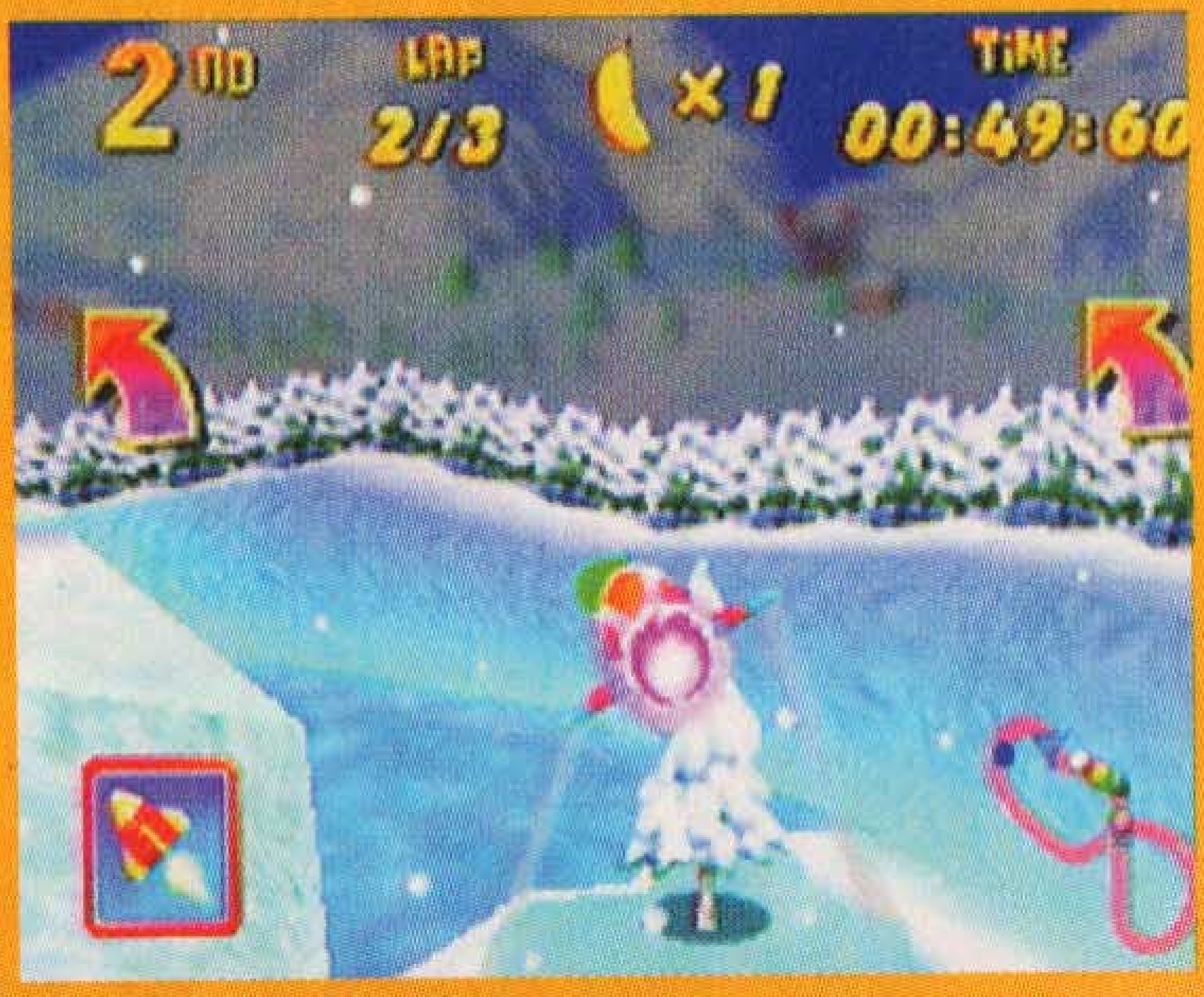
The hovercraft is the least-best vehicle.



Going under the windmill reaps a magnet power-up but you've got to be extremely careful not to hit one of the blades of the rotating sails.

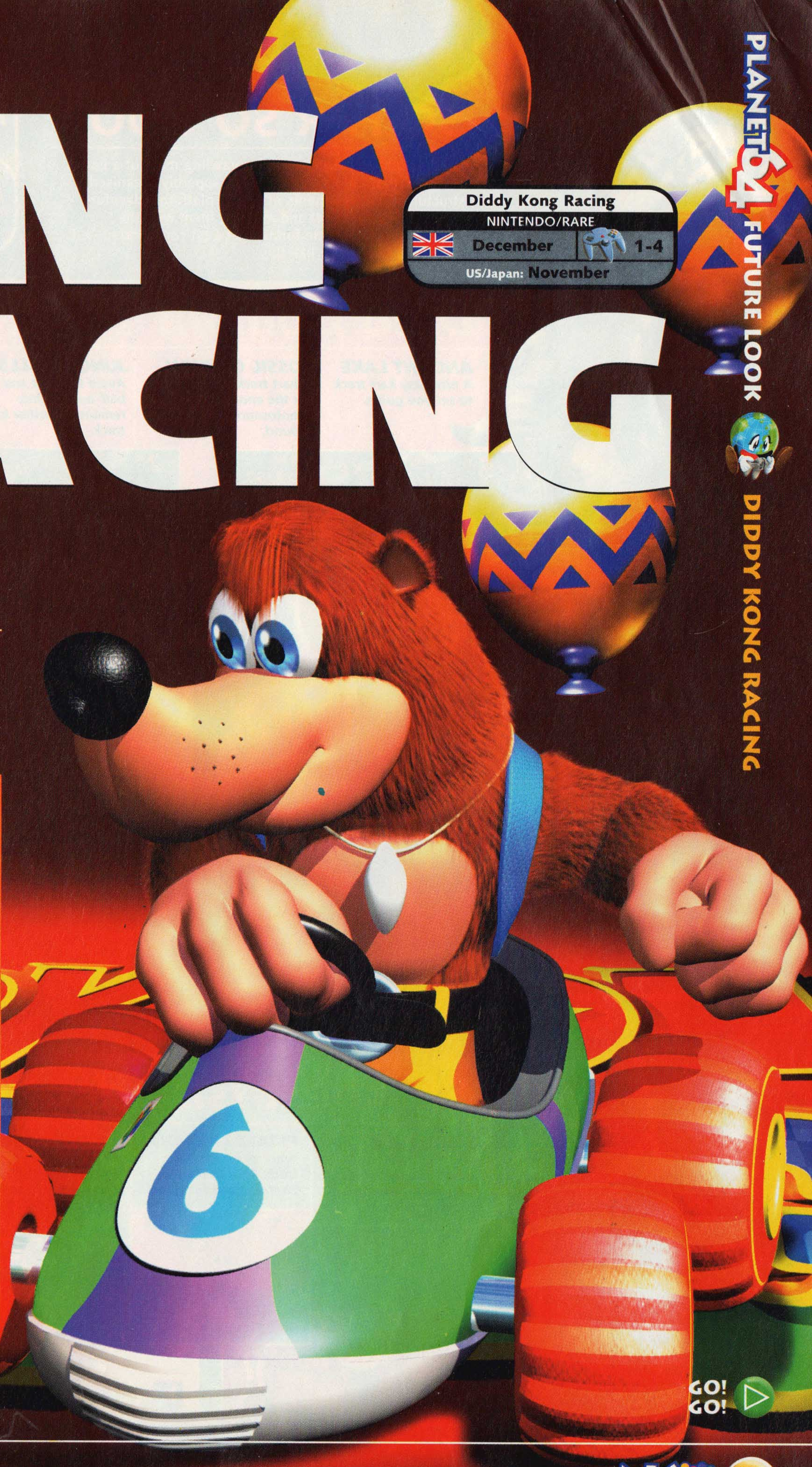


Use a speed-up and your tail lights up. Purple's for low strength speed up, green's for max power!



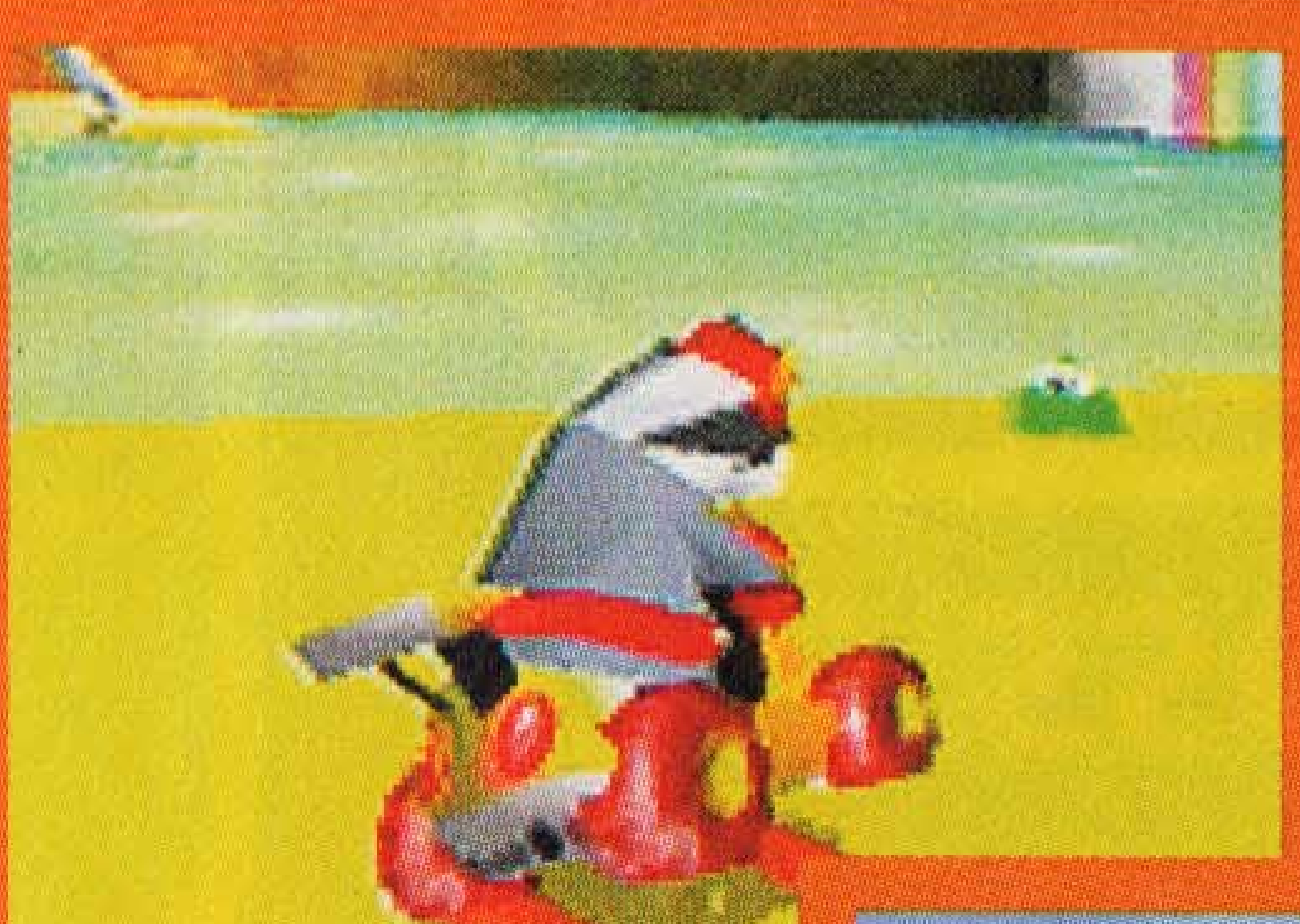
KONG RACING

Diddy Kong Racing
NINTENDO/RARE
December 1-4
US/Japan: November

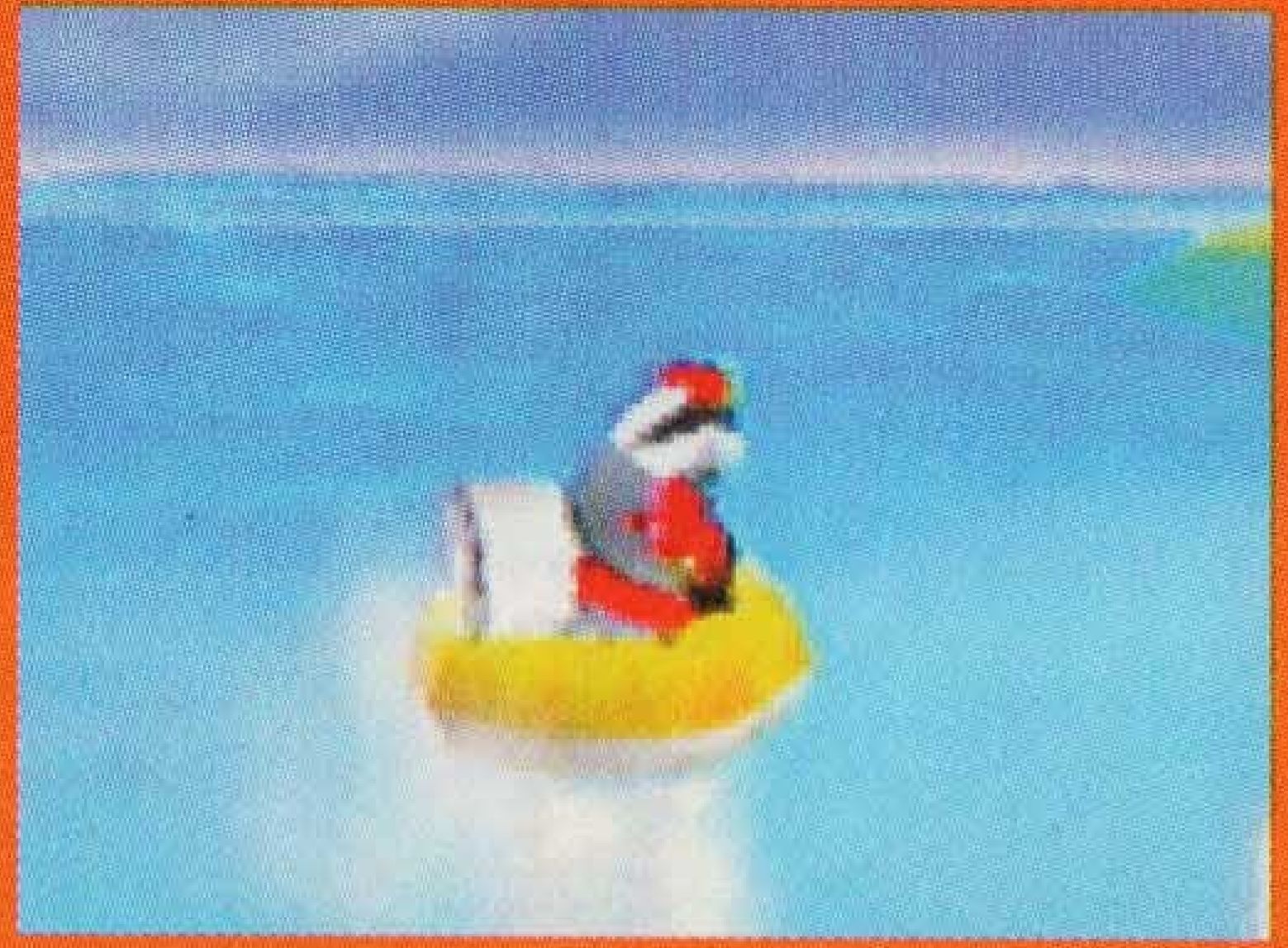


The Vehicles

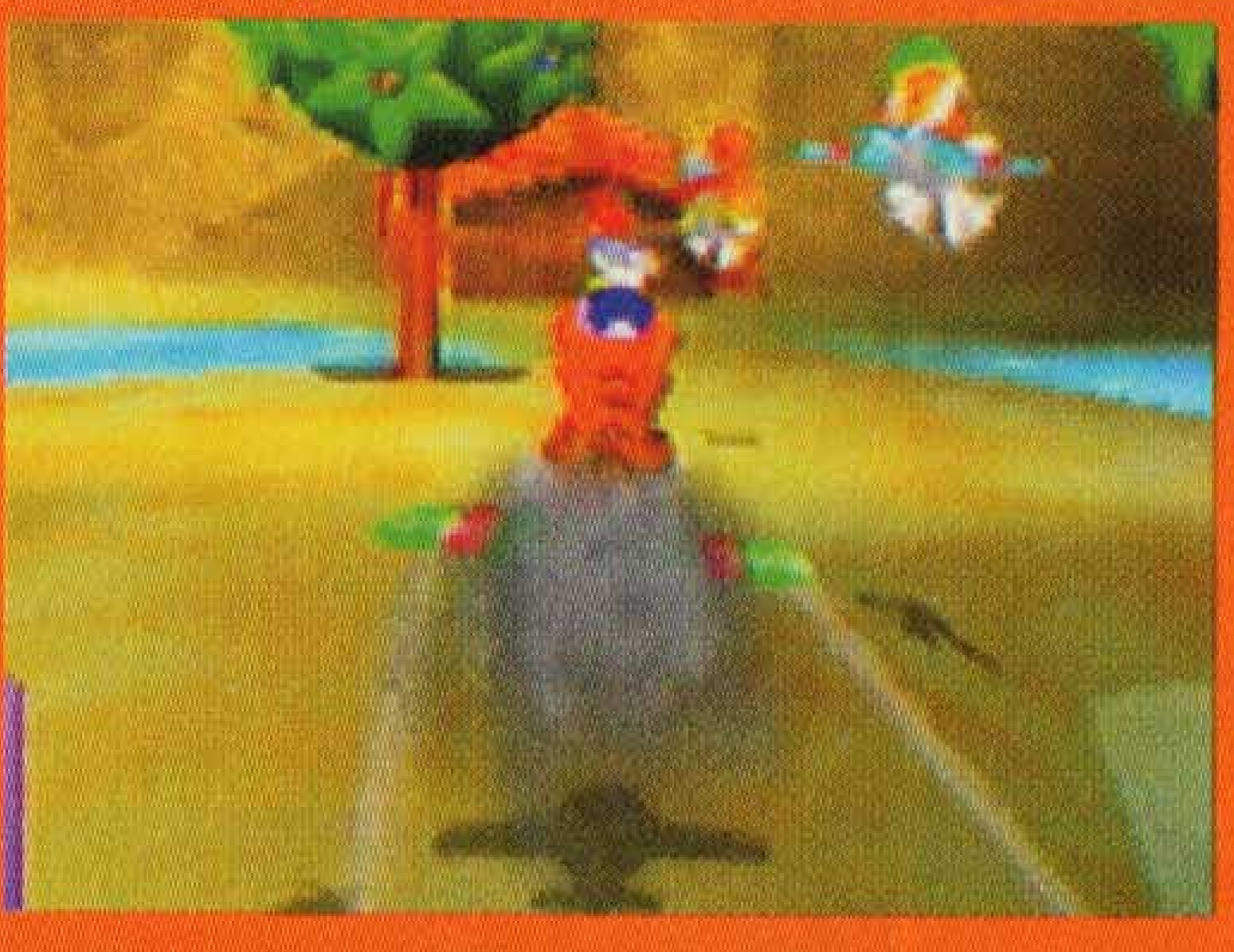
DKR includes three different types of racing: go-kart, hovercraft and single-seater aeroplane. Initially each track uses a set vehicle to race with, but once you've beaten the track for the second time (the Silver Coin Race) you can usually race with your own personal choice of vehicle, and in multiplayer mode, races between all three vehicle types are possible.



THE GO-KART
Unlike Mario Kart, *the vehicles and drivers in DKR are polygon-generated, increasing the range and realism of their movements.*

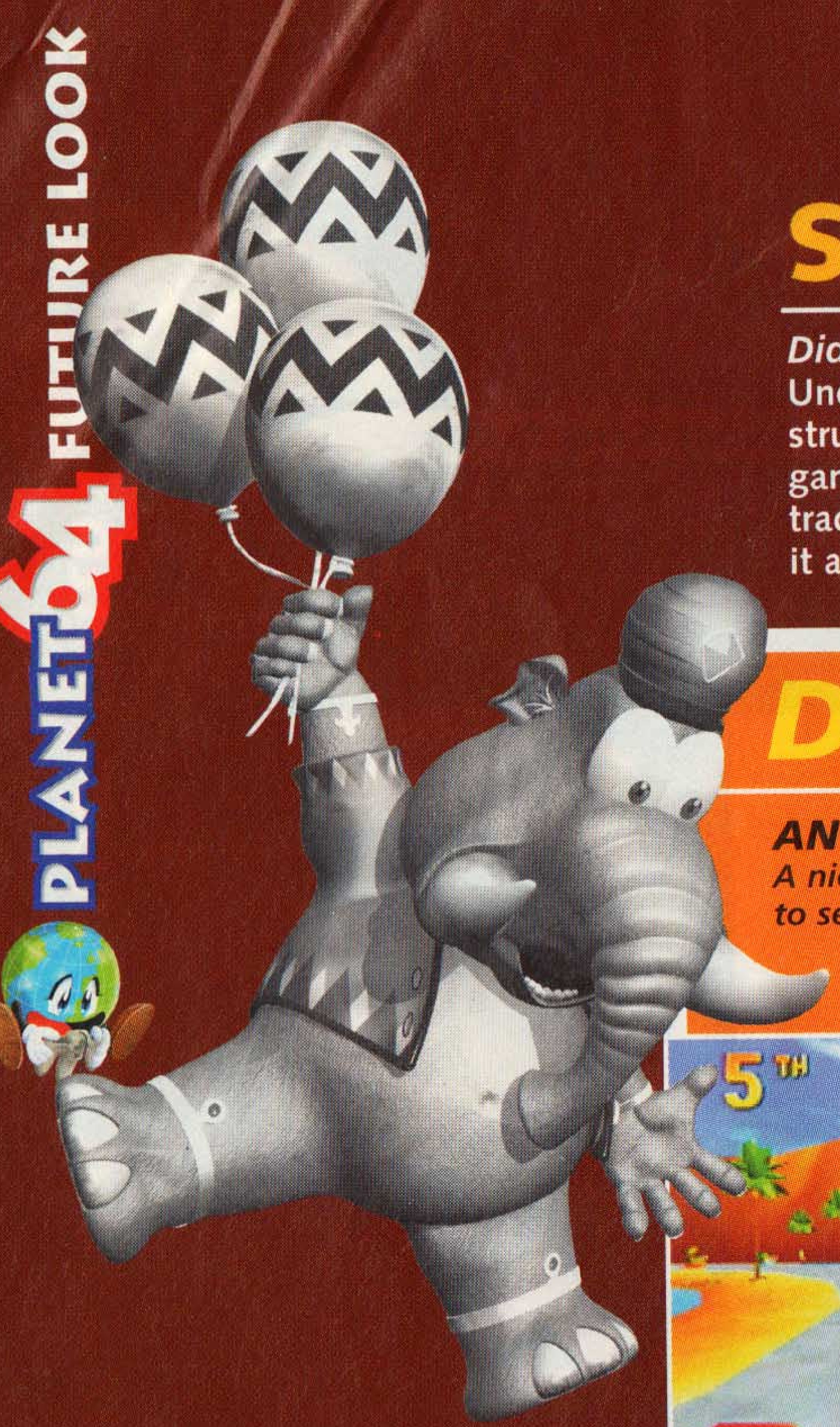


THE HOVERCRAFT
The hovercraft is the trickiest to come to terms with. Cornering is especially difficult – turn the 'craft's air propeller too sharply and you can find yourself stopped dead on the spot.



THE AEROPLANE
Superbly realistic and brilliant fun to fly, the plane is also the best vehicle to explore the Adventure world with. Its downside is its occasionally iffy collision detection.

GO! GO! ▷



SO FAR SO GOOD

Diddy Kong Racing is a great sprawling mass of a game. Underneath it all, though, there's a superbly organised structure, taking elements of classic platform adventure games (like *Mario 64*) and melding them with the traditional racing game format. It's a bit complicated, but it all goes something like this...

More than a chimp can

Win each of the four tracks in a world and get a gold balloon each time

Beat the world's boss

Dino Domain

Dinosaur Domain is the easiest set of tracks, and is based around – wait for it – a prehistoric theme.

ANCIENT LAKE

A nice easy kart track to set you going.

FOSSIL CANYON

A kart track most notable for the enormous Brontosaurus wandering around.

JUNGLE FALLS

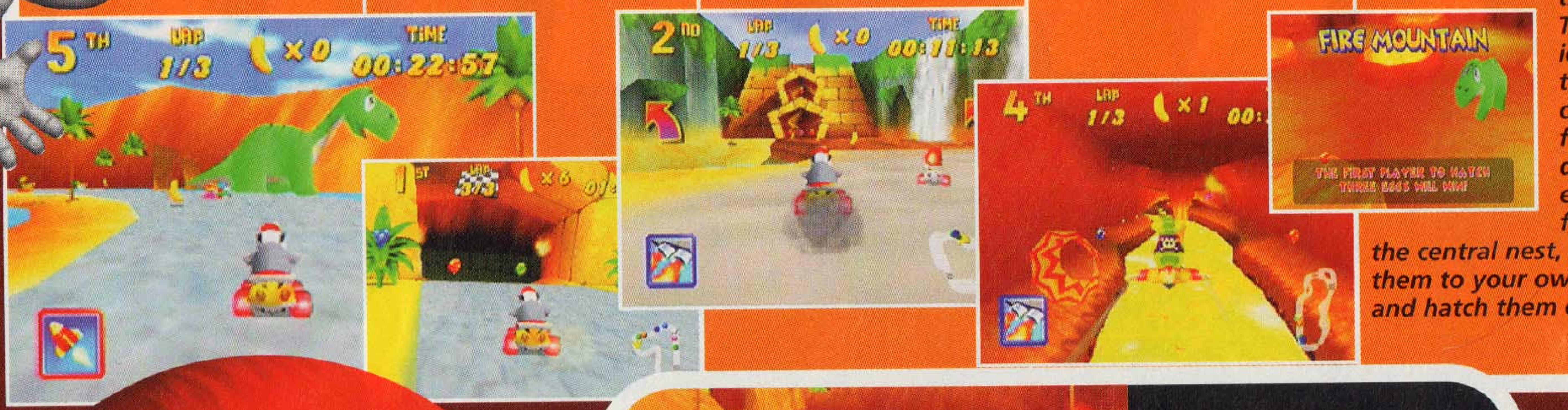
Avoid the lake and the half-buried dino remains. Another kart track.

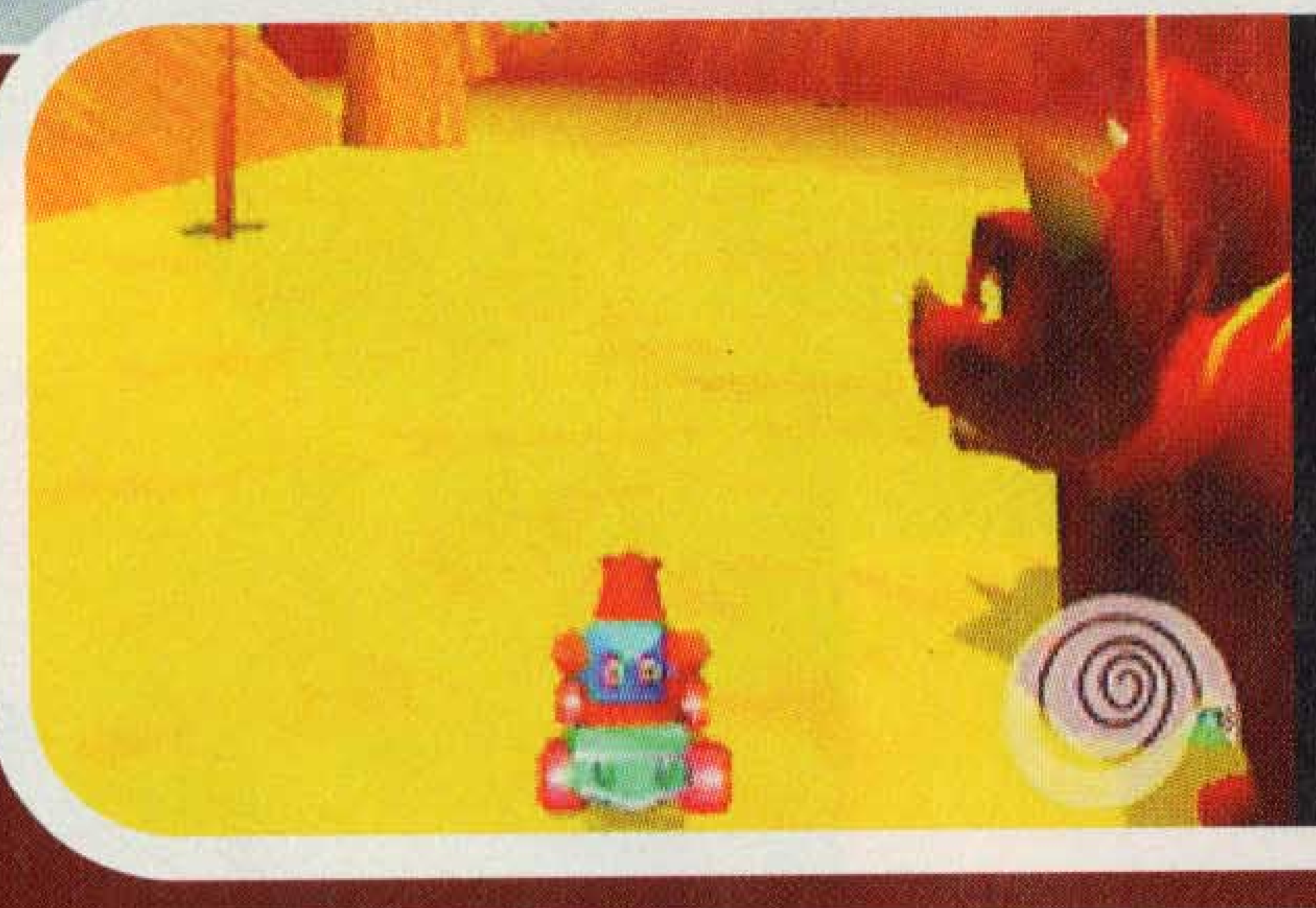
HOT TOP VOLCANO

The game's first plane track. Avoid the lava flows and rock columns.

FIRE MOUNTAIN

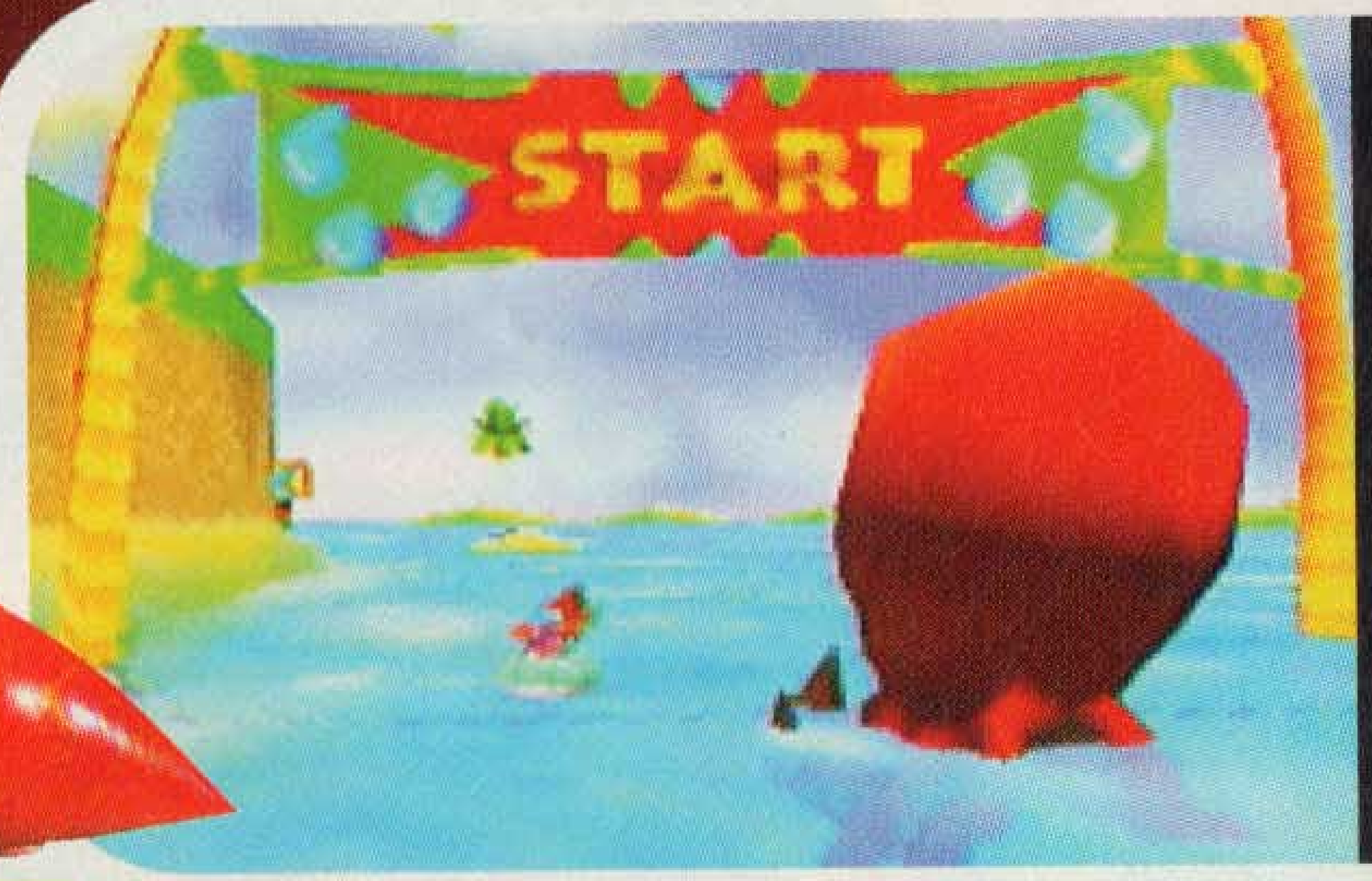
The first battle game (opened up when you find the special key hidden on one of the tracks). The idea is to collect four dino eggs from the central nest, take them to your own nest and hatch them out.





BOSS 1

In scenes crashingly similar to the Koopa Troopa race in Mario 64, you've got to kart race a large Tricerotops up a winding hill. Hit the power-up balloons to stay ahead.

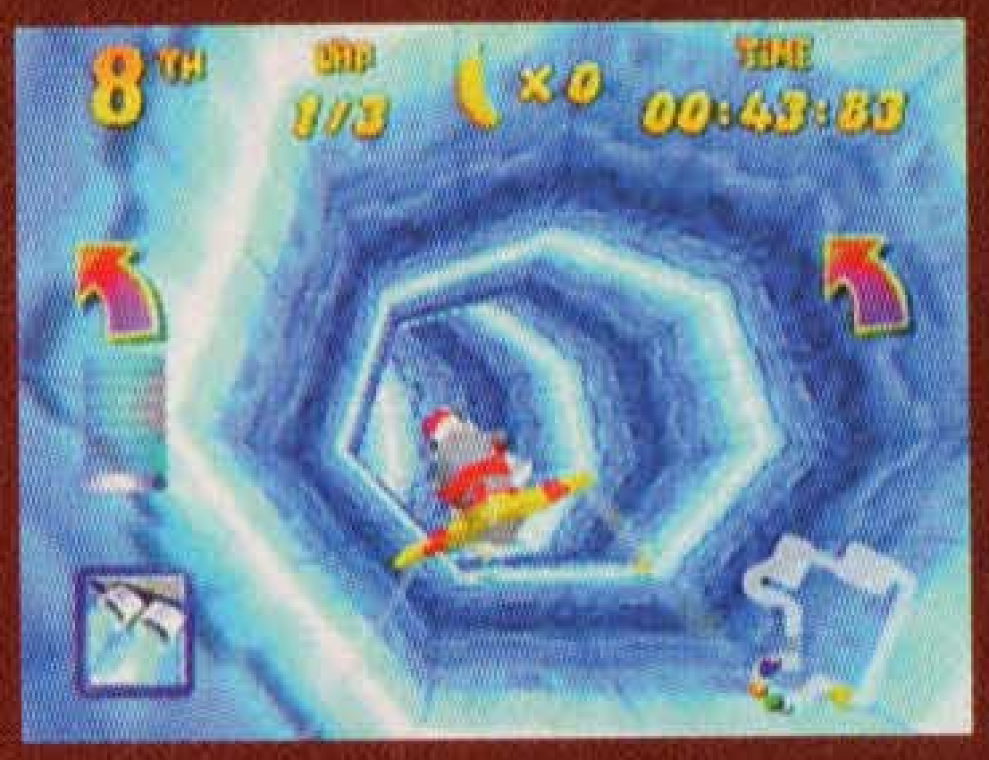


BOSS 2

A giant Octopus is the order of the day here. The first time you race him he'll drop mines, the second time it'll be enormous hovercraft-swallowing bubbles.

WHAT HAPPENS NEXT?

Just as we went to press, James managed to access the secret Space world. It's got another four tracks and a boss, but even when you've beaten them, we'd hazard that there's a lot more of the game to go.



Sherbert Island

This world is located on a little island off the coast of adventure island.

WHALE BAY

The first hovercraft track. Watch out for the whale and the sunken galleon.

PIRATE LAGOON

Another hovercraft track. Race inside the Pirates island fortress.

CRESCENT ISLAND

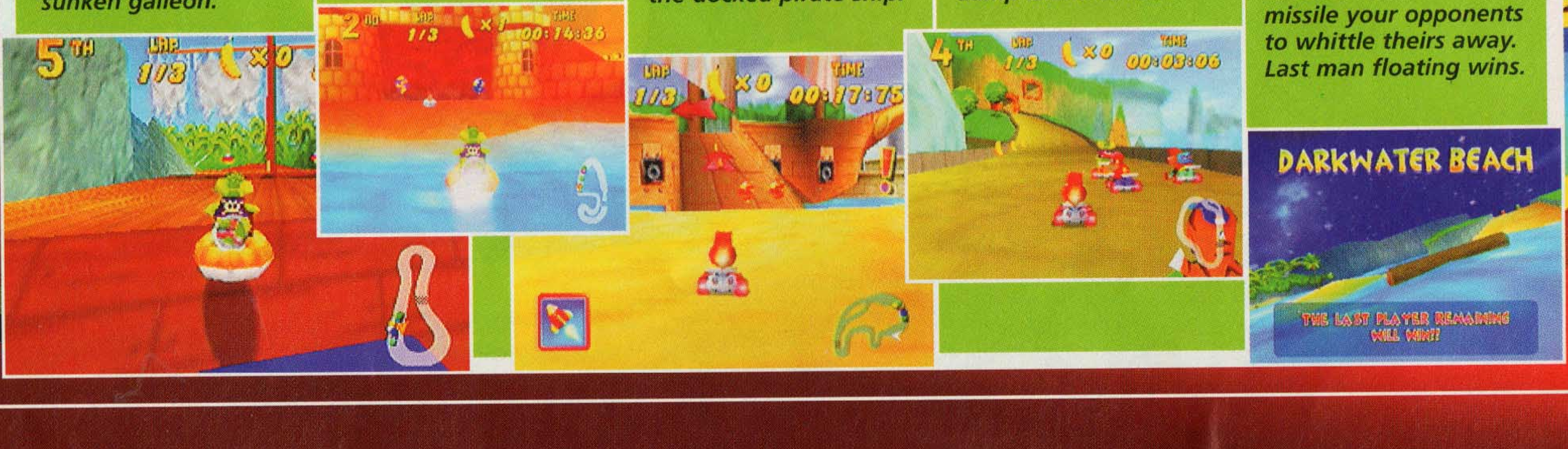
Back to the karts for this – prepare to board the docked pirate ship.

TREASURE CAVES

An easy kart track through some dark and damp island caves.

DARKWATER BEACH

A hovercraft battle game. Start with eight bananas each and missile your opponents to whittle theirs away. Last man floating wins.



manage?

Re-race the four tracks, winning and collecting eight silver coins as you go

Beat the world's boss again to win a piece of the Wizpig amulet

Repeat for 12 other tracks in the three other worlds

RACE WIZPIG

FIRST ENDING

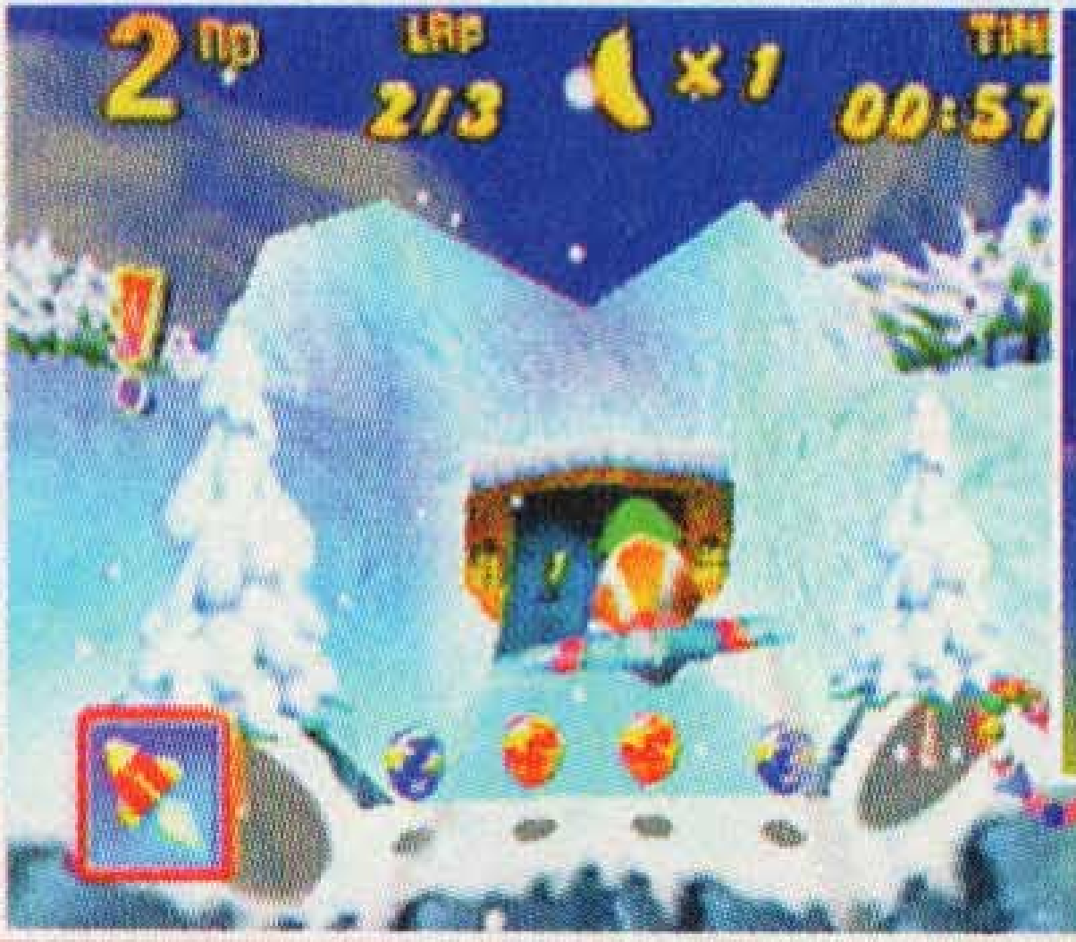
On top of this, though, are the four battle modes (which earn you pieces of the mysterious TT Amulet), as well as the Wizpig Gold Cups available for racing a world's tracks in a Grand Prix sequence. It's these arduous extras that let you progress past the first finish point.

Snowflake Mountain

A Christmassy snow world with ringing jingle bells, a lot of ice and snow and some corking lighting effects.

EVERFROST PEAK

A tricky plane level starts you off in Snowflake Mountain. You'll have to shoot at your opponents to stay in touch.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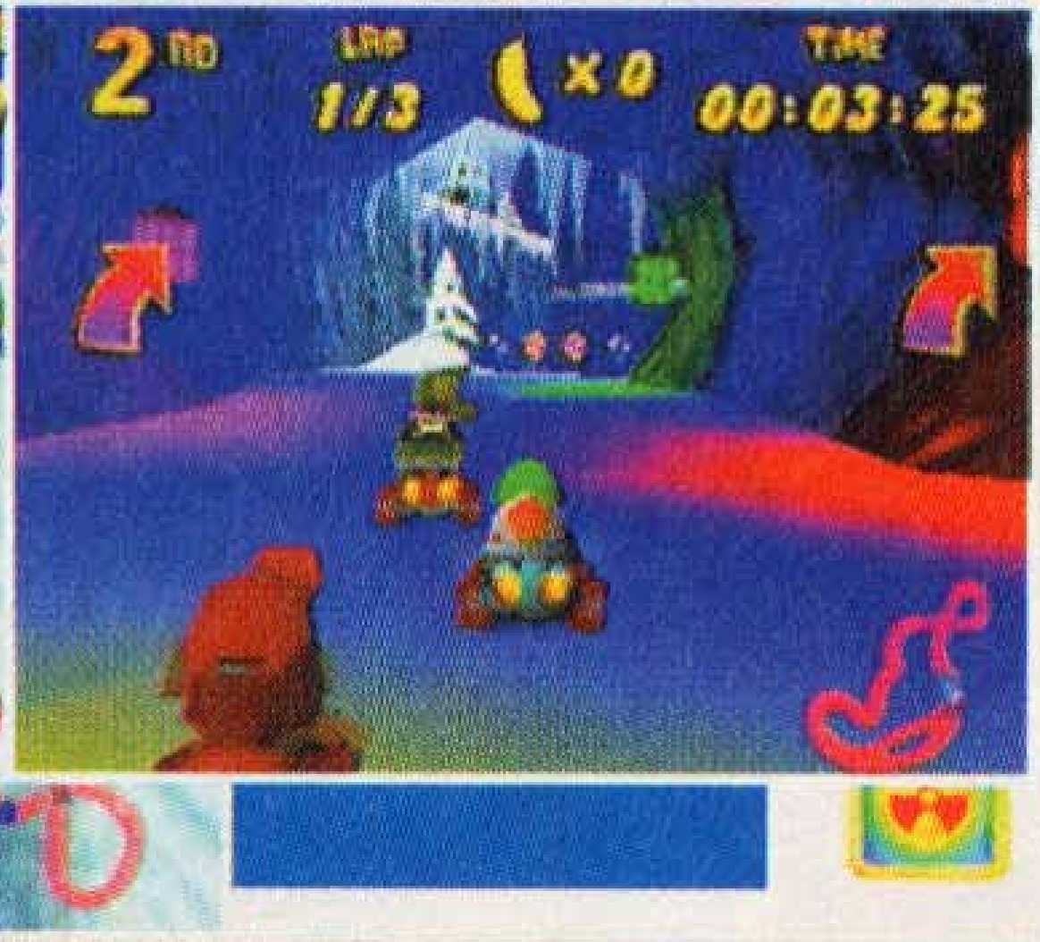
WALRUS COVE

One of the game's finest karting moments, Walrus Cove features a fantastic 360° loop as well as some very challenging racing.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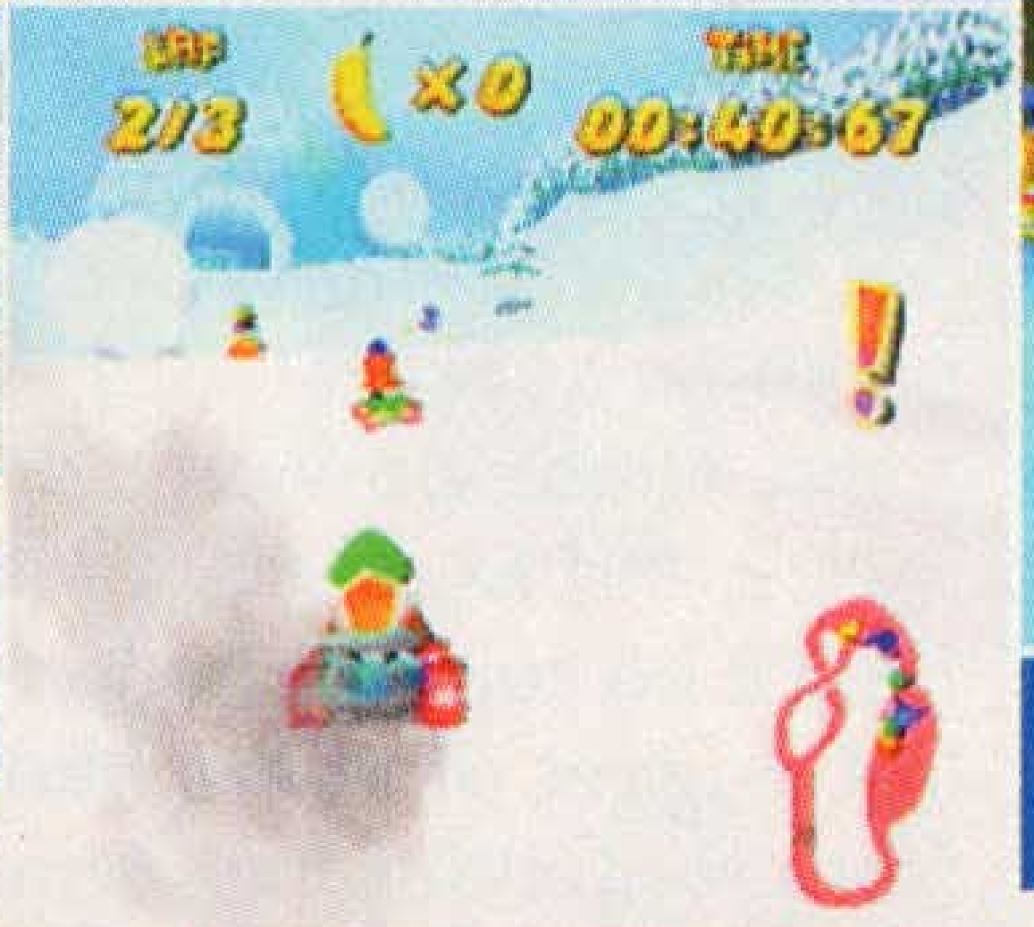
SNOWBALL VALLEY

A great kart track with an alternative route and scary big snowballs (with eyes) rolling down the slope at you.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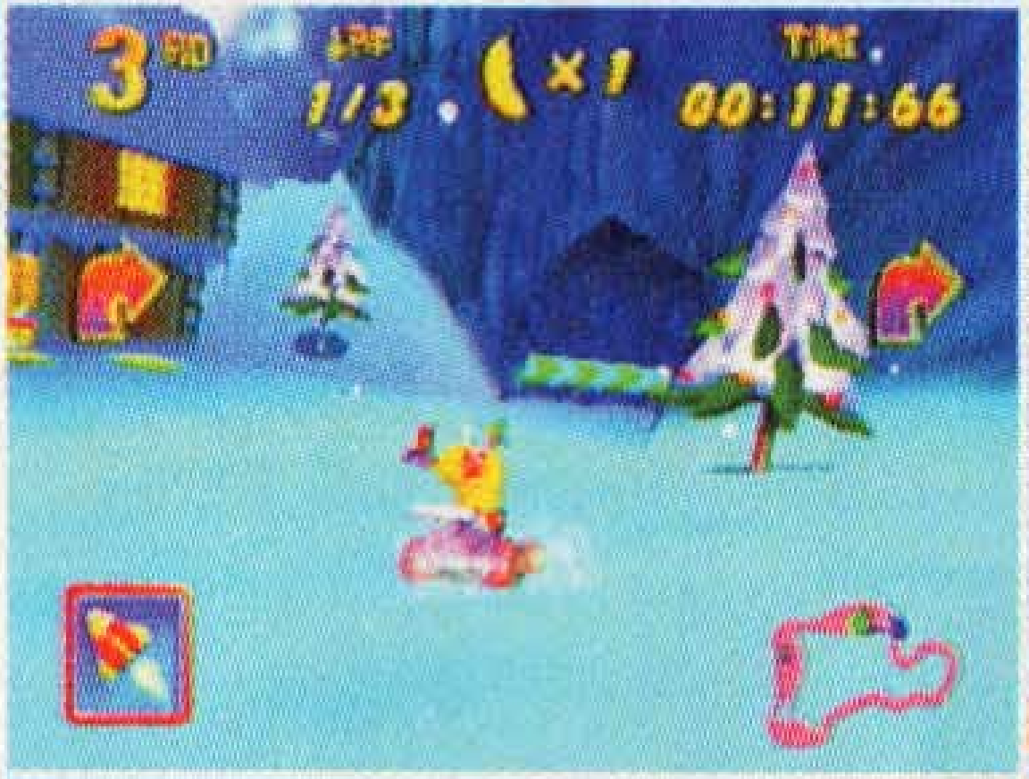
FROSTY VILLAGE

A nice long kart track with a middle section very much open to some short cut action.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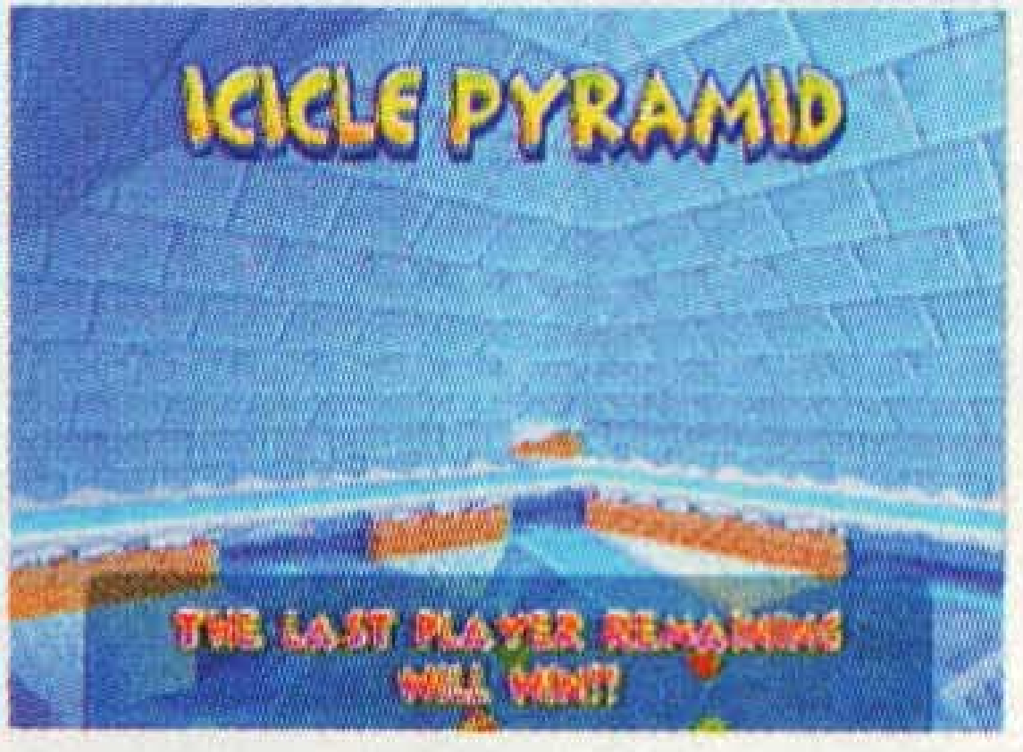
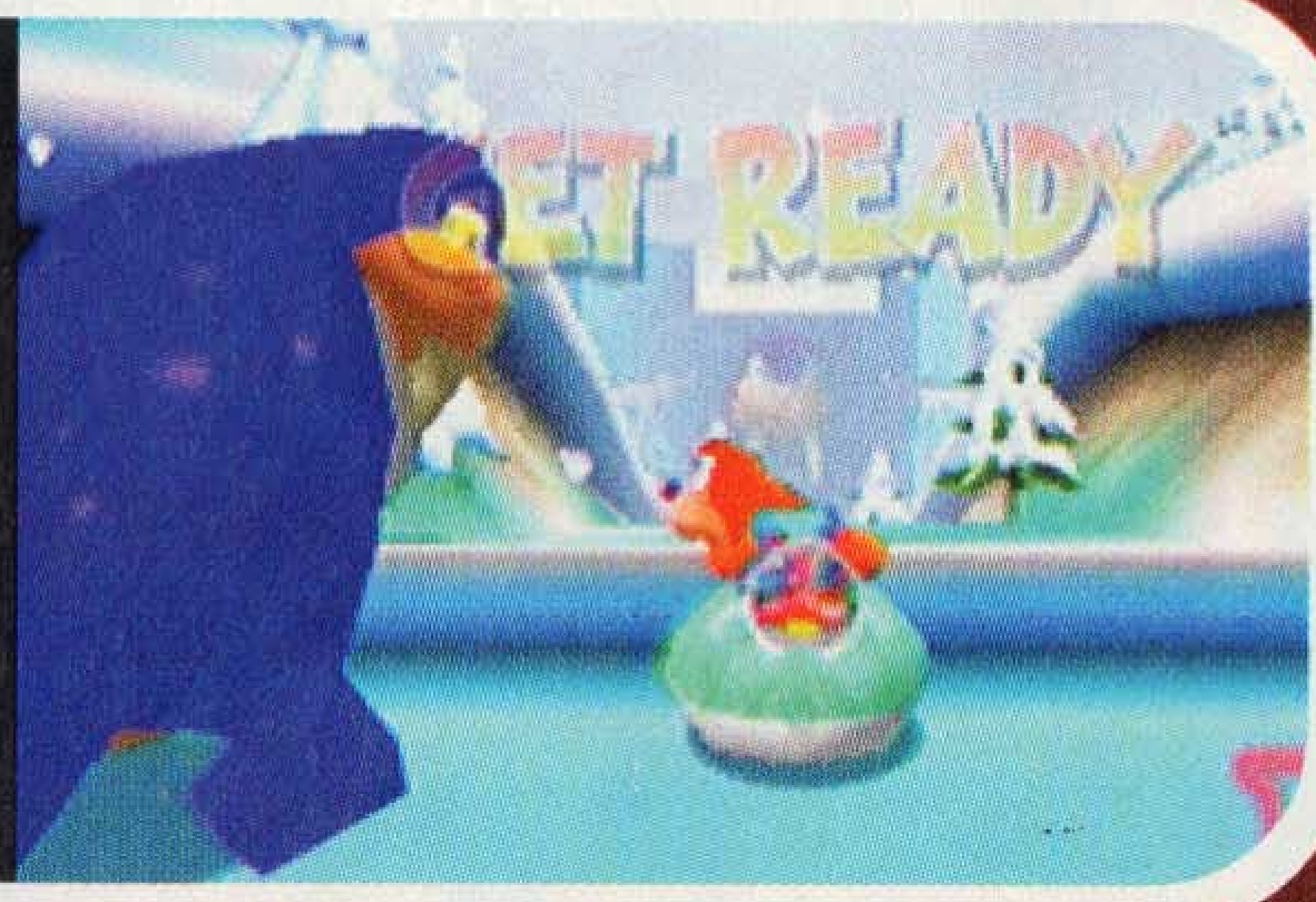
ICICLE PYRAMID

Another banana life-based battle game. Zoom around a pyramid in your kart blasting away at the four other competitors.

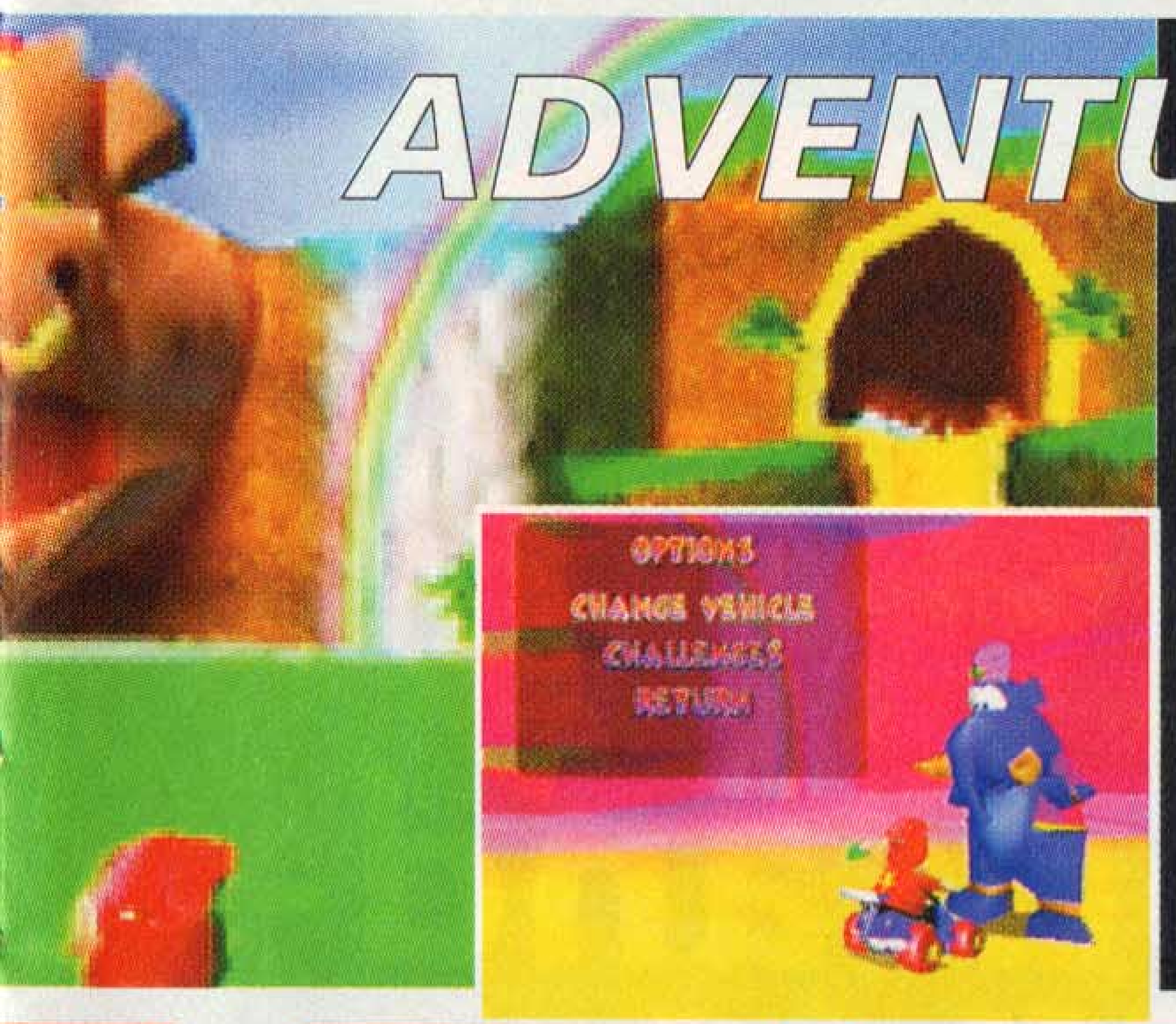

ICICLE PYRAMID
THE LAST PLAYER REMAINING WILL WIN!

BOSS 3

Well, if you've ever wanted to race a giant walrus down a mountain, now's your chance. Watch out for the giant snowballs as you go, though.



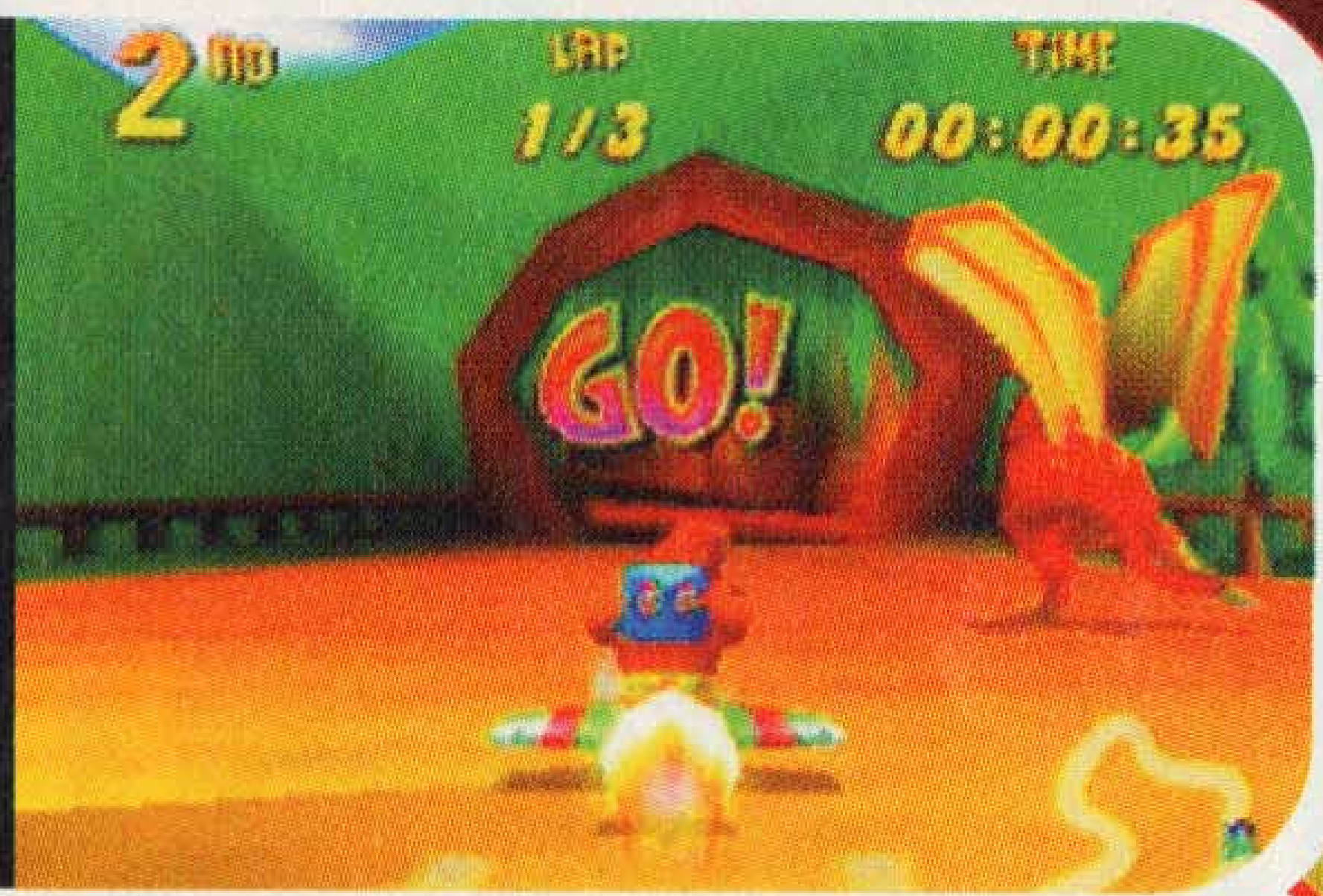
ADVENTURE ISLAND


OPTIONS
CHANGE VEHICLE
CHALLENGES
RETURN

This is where you begin your *Diddy Kong* quest. From Adventure Island you can enter the four themed racing worlds as well as talk to Taj, the blue elephantine genie. It's Taj's job to change your vehicle from kart to plane to hovercraft (depending on which you want to use to explore) as well as set you challenges to win extra Golden Balloons.

BOSS 4

Race a large red dragon on a cave-based circuit. His dragon breath will send your plane crashing out of the air.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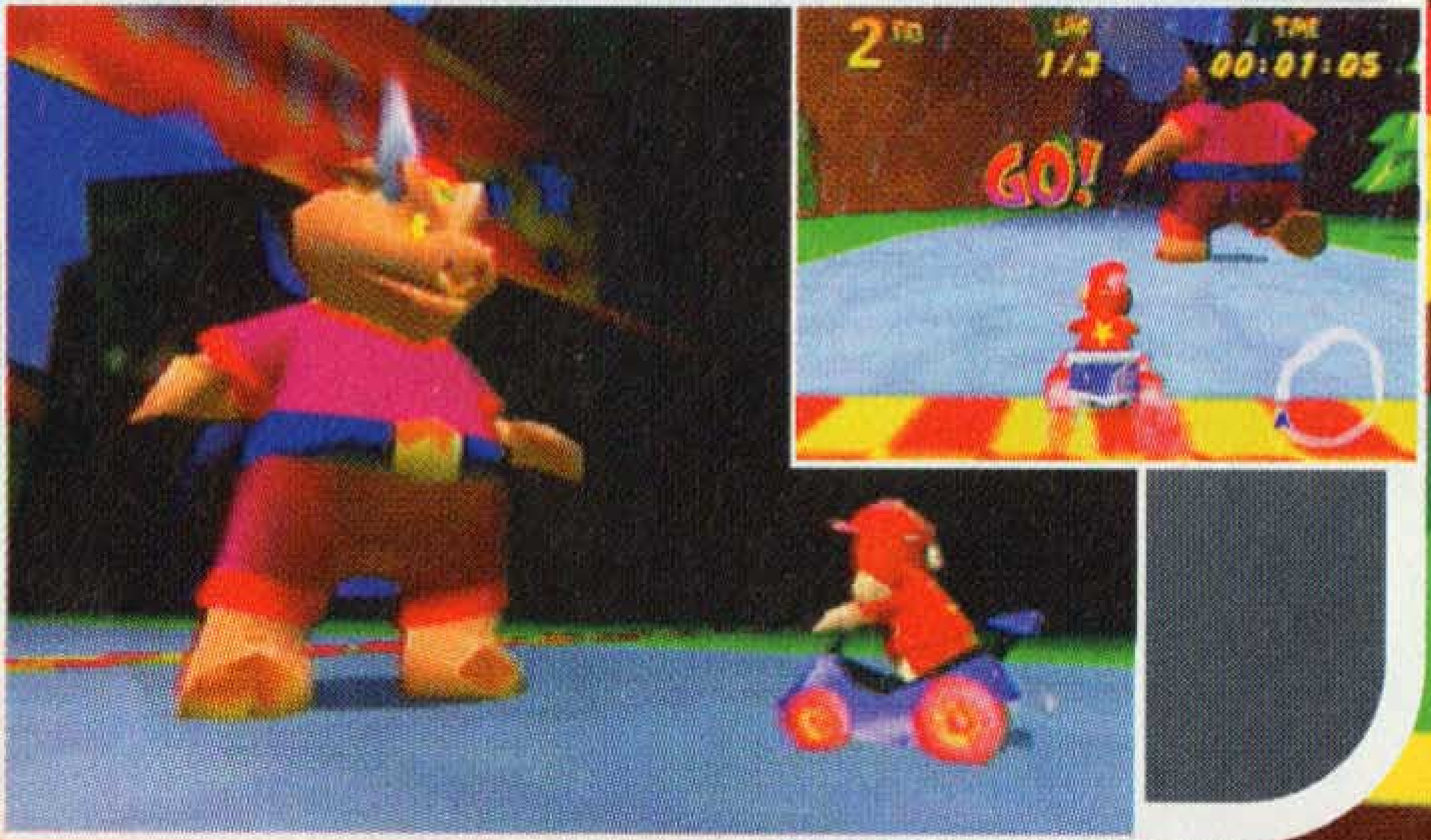
GO!

WIZPIG

To finish the game, you must beat Wizpig in a three-lap race of a semi-submerged kart track. Wizpig can run and fly faster than you, so you've got to hit every single 'Zipper' speed-up grid.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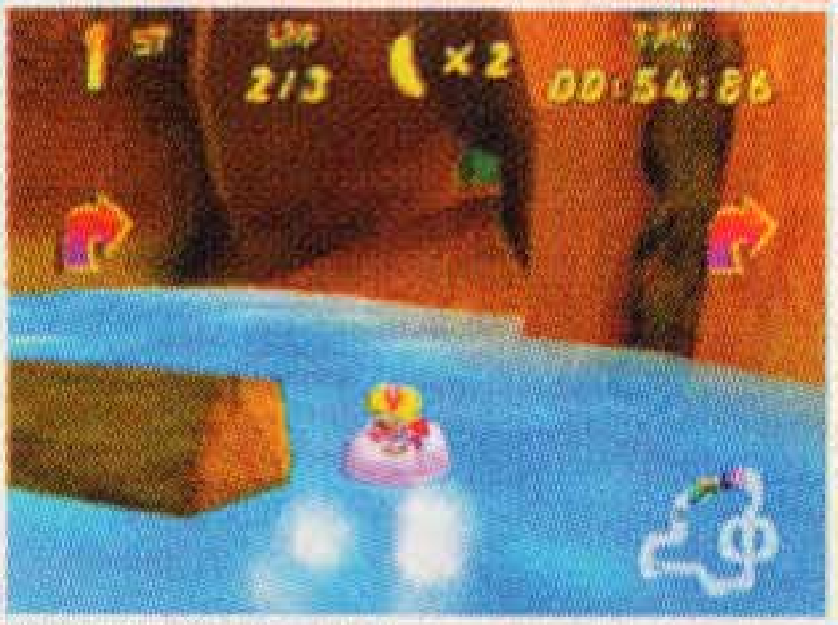
GO!

Dragon Forest

A mythical medieval world, full of castles, dragons and ghosts. Graphically the most accomplished of the four worlds.

BOULDER CANYON

The finest of the hovercraft levels. Raise the drawbridge on the castle moat to frustrate the trailing opposition.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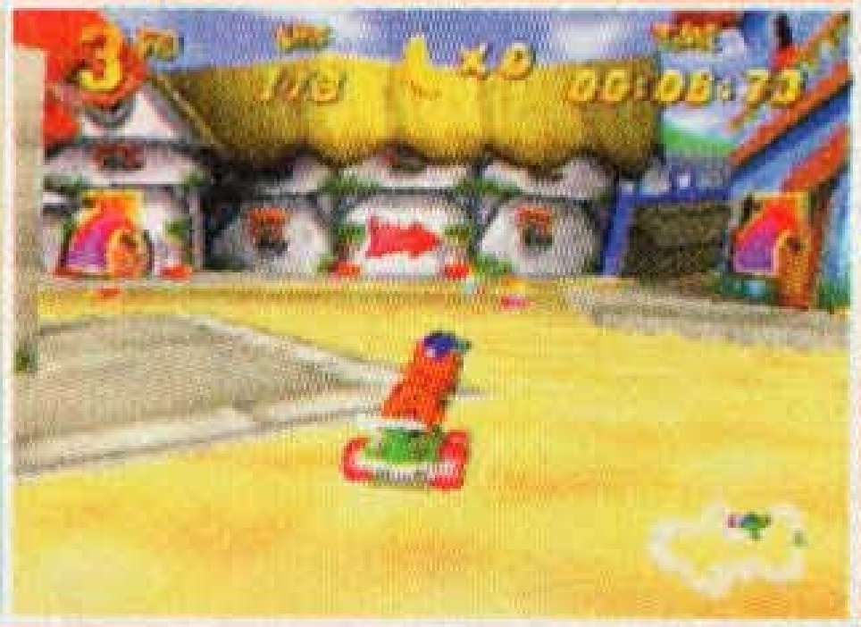
GREENWOOD VILLAGE

Race through a medieval village and the caves nearby. Impossibly hard in the Silver Coin Challenge mode.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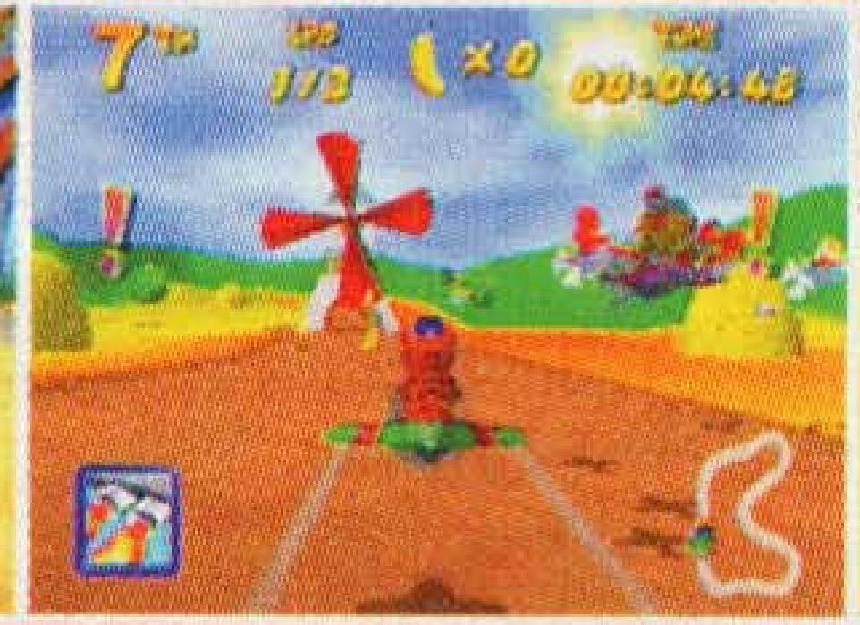
WINDMILL PLAINS

The definitive plane level. Fly through the windmills, avoid the trees and don't get stuck in the tunnel.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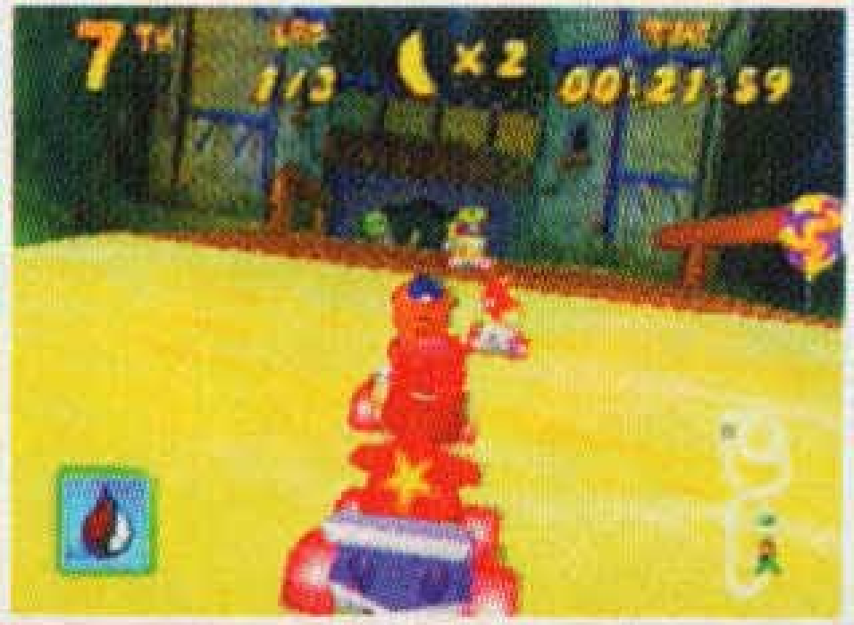
HAUNTED WOODS

The ghosts look scary but present no real problems for your kart. There's another castle to race into here as well.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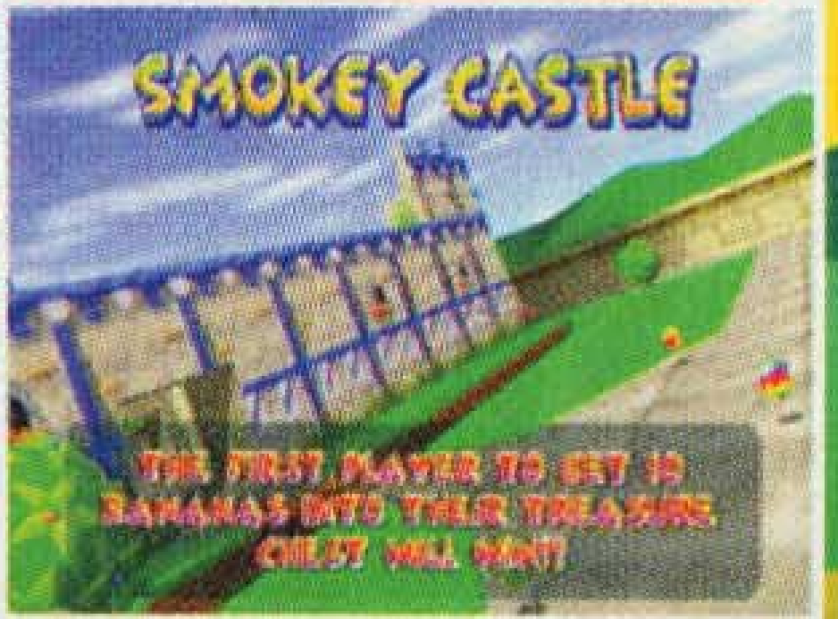
SMOKEY CASTLE

The final battle game. Rush around picking up bananas and put them in your chest. First to get ten bananas wins.


SMOKEY CASTLE

TO BE CONTINUED... We'll have the world's most authoritative review of *Diddy Kong Racing* in issue 10.

THE LATEST SCREENSHOTS FROM JAPAN SHOW F-ZERO IS PROGRESSING NICELY

F-ZERO

welcome to the thousand-mile-an-hour traffic jam

Those who've been worried about the deathly silence emanating from Nintendo over *F-Zero 64* can rest easy this month. Not only have a whole batch of new screenshots been ruthlessly smuggled out of Nintendo HQ (good men lost their lives to bring us this information), but they make it quite obvious that the game is coming along in not just leaps and bounds, but loops and spirals too. Most excitingly, it seems as if the track is going to be absolutely packed with other racers.

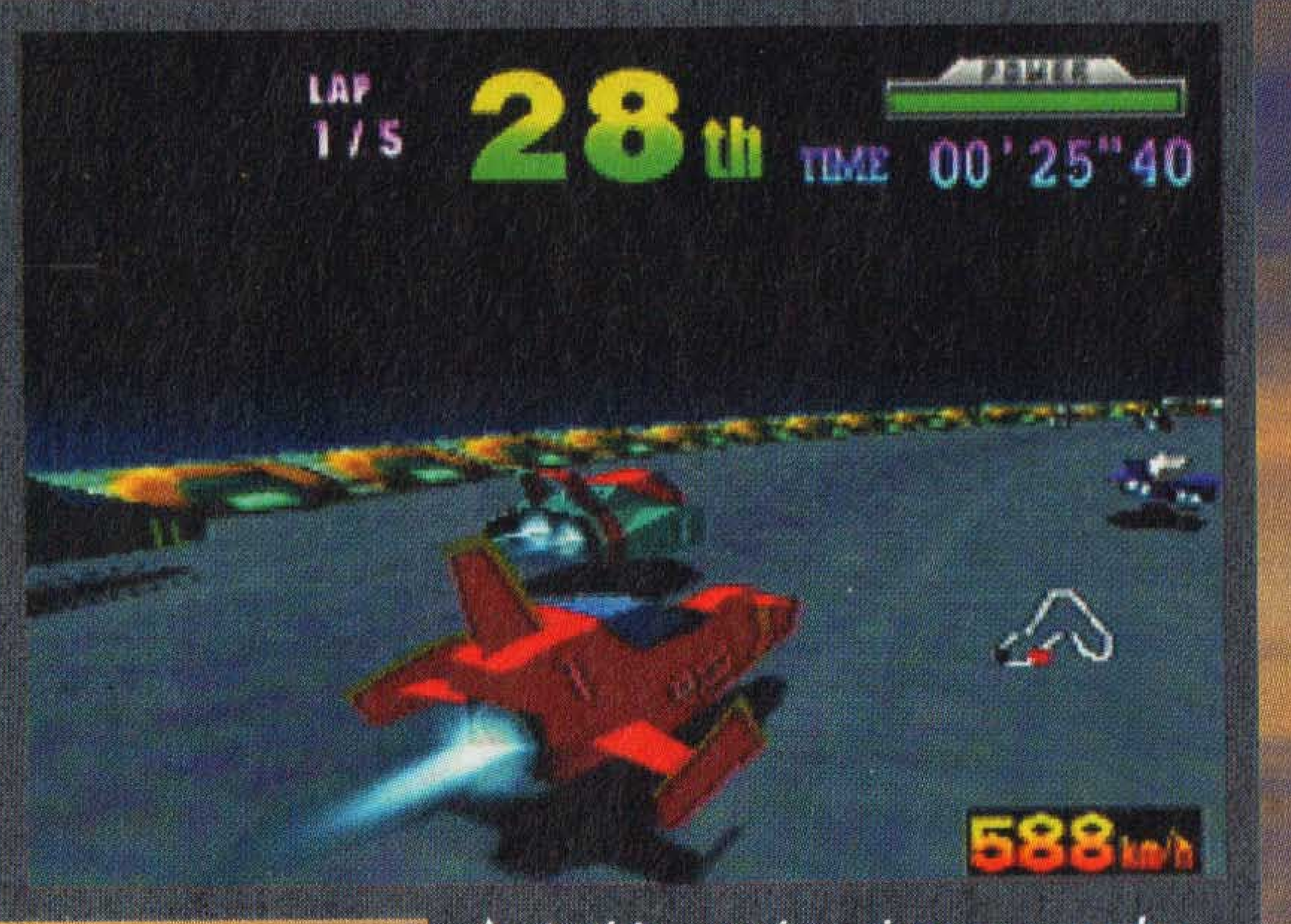
Like its predecessor, *F-Zero* on the SNES, *F-Zero 64* is a futuristic racer where hi-tech racing cars hover at high speed over smooth undulating tracks. Sound like a *Wipeout* clone? The SNES *F-Zero* first appeared over seven years ago, pre-dating Psygnosis' effort by a full five years. Now that Nintendo have got a console powerful enough for an update, we might be about to see Shigeru Miyamoto re-assume the 3D racing crown.

The original SNES *F-Zero* had a cunning system to ensure accurate racing. If players drove their ships into the electrified sides of the track, a slice of their energy bar was swiped, and if the bar got to zero it was curtains. The only way to prevent that was either to race extremely carefully or to fly over the power-up grids spread devilishly around the track. Although Nintendo remain traditionally tight-lipped about *F-Zero 64*, these new screenshots clearly show a similar power bar, suggesting the new game will follow the pattern set by its 16-bit predecessor.

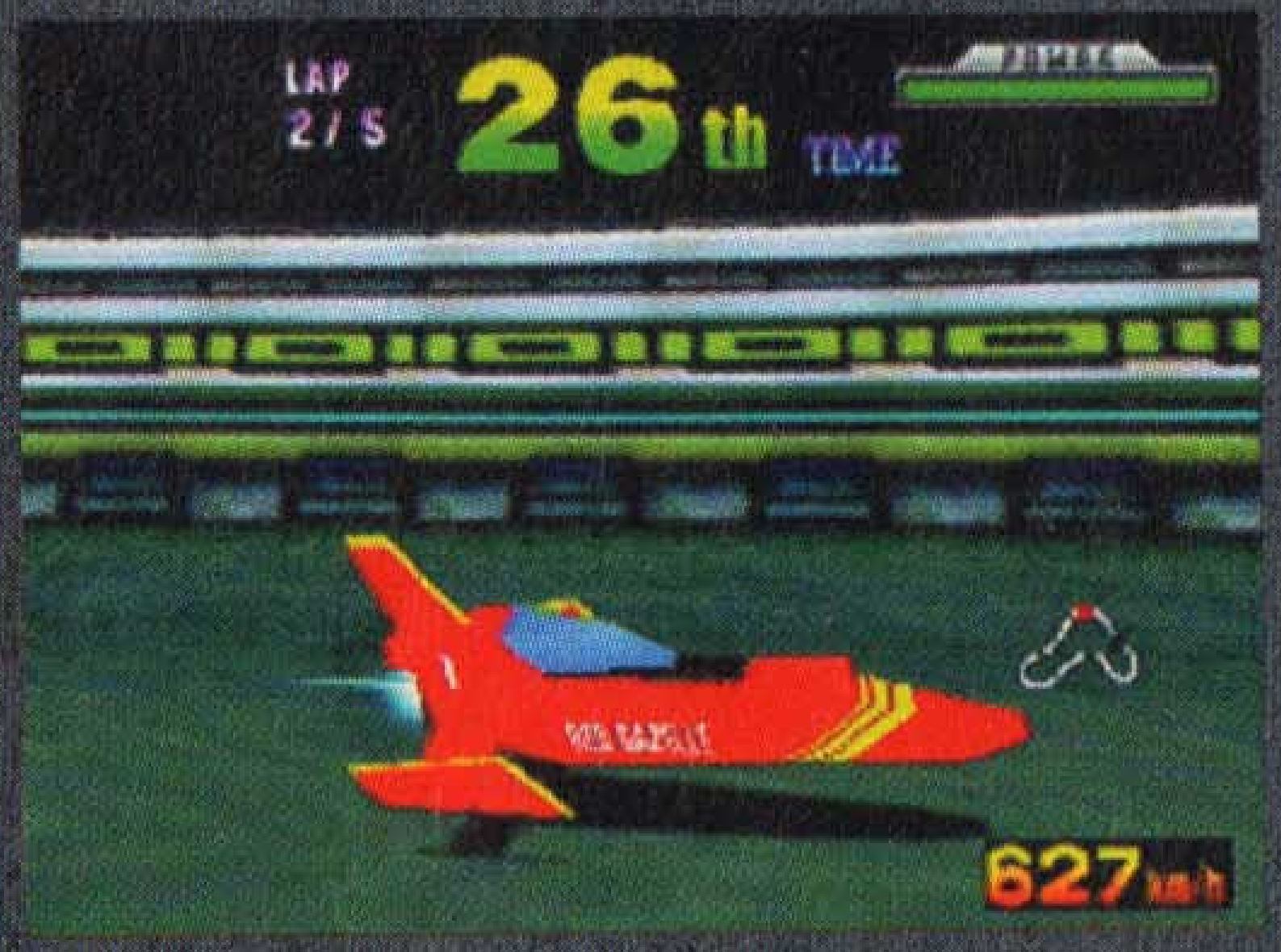
The multiplayer shots that have materialised show a two- and a four-player mode, something that's becoming almost universal in N64 racers. However, since the appearance of *Mario Kart 64* (the first four-player, split-screen effort), it's become increasingly obvious that making a good multiplayer game is a little more complicated than simply getting four independent screens running at once. If there's one games producer who can pull it off, though, it's Shigs.

However, the best news these new shots bring is of the colossal number of racers on track at any one time. Look at the position counters! 27th… 28th… 29th! And look at the number of racers that you can actually see on screen! *Top Gear Rally* starts to chug a bit when there are three cars racing together, and *Extreme G* (reviewed on page 48) is careful not to have too many of its high-tech super bikes on screen at once. Racing in *F-Zero*, on the other hand, looks like it'll be a positive scrum, with around 30 competitors jostling for position. If Nintendo can manage this and still maintain the positively silken 60-frames-a-second they've been boasting of, *F-Zero* should truly be a sight to behold.

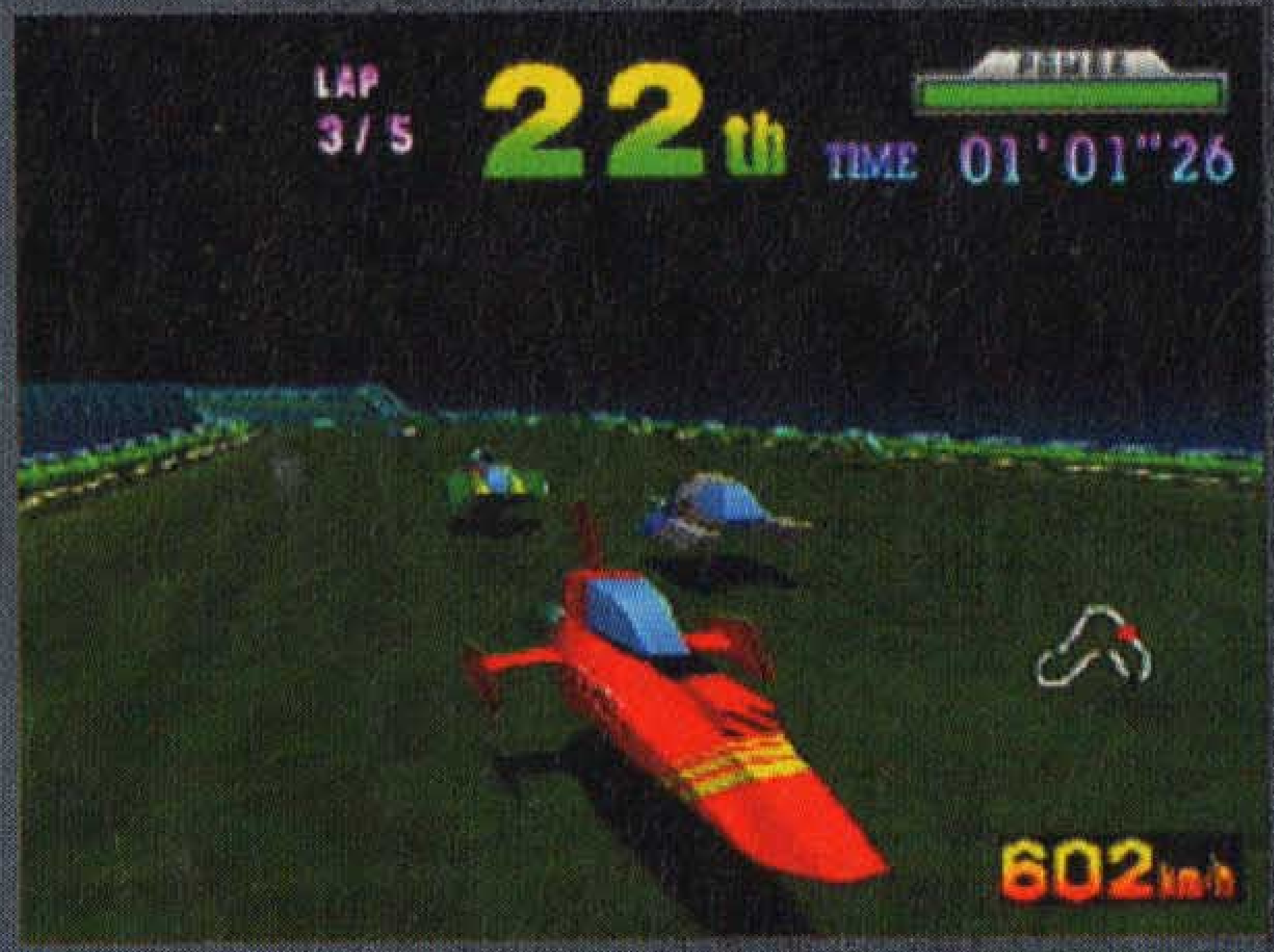
F-Zero should almost certainly be on show at Nintendo's November expo, Nintendo World '97 in Tokyo. James and Max will be there and they'll be sure to pump every last nugget of information from Nintendo's personnel.



△ *Is this a racing view or a replay type thing?*

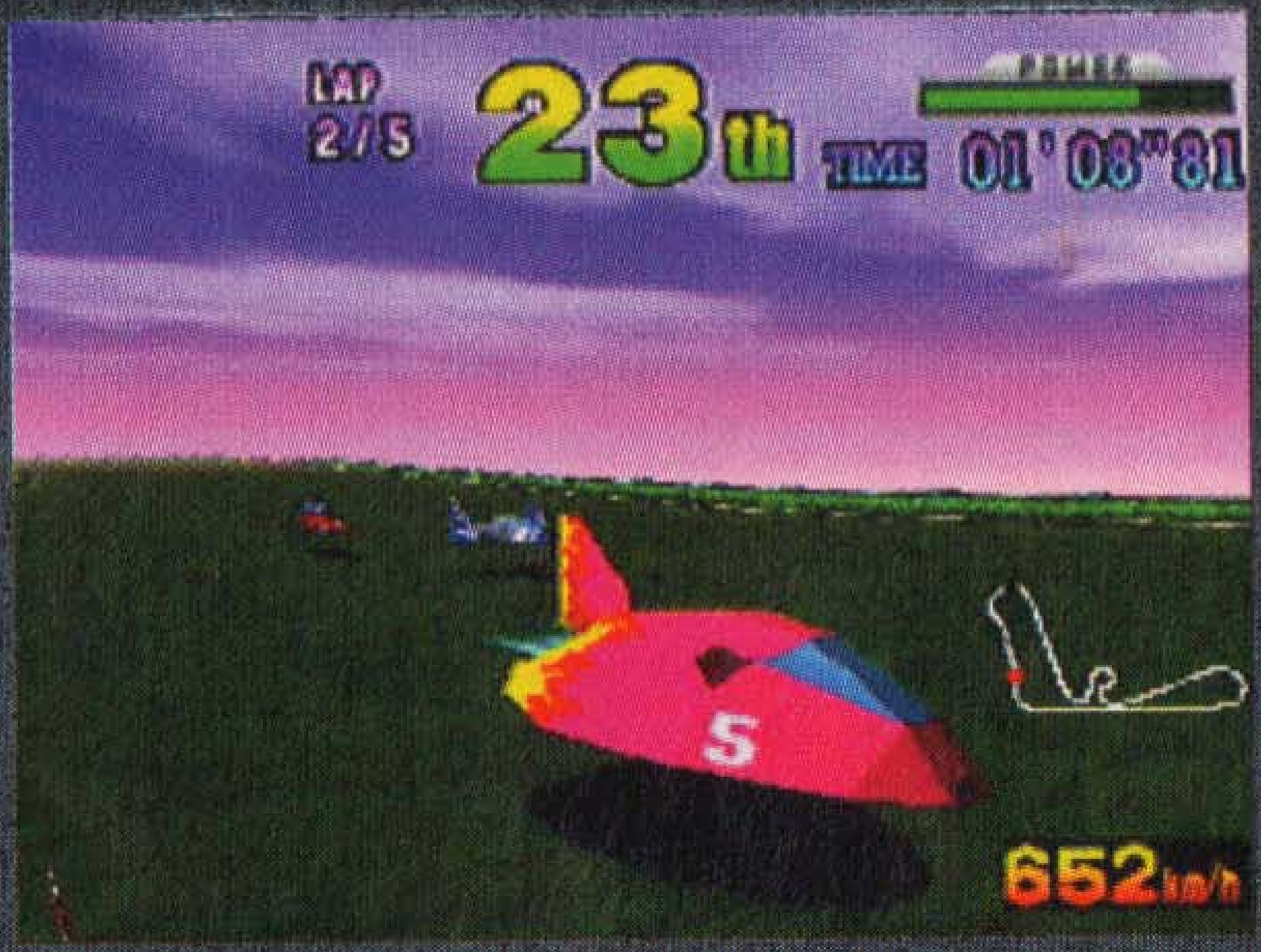


△ *Again, this appears to be mid-race, but why this view?*

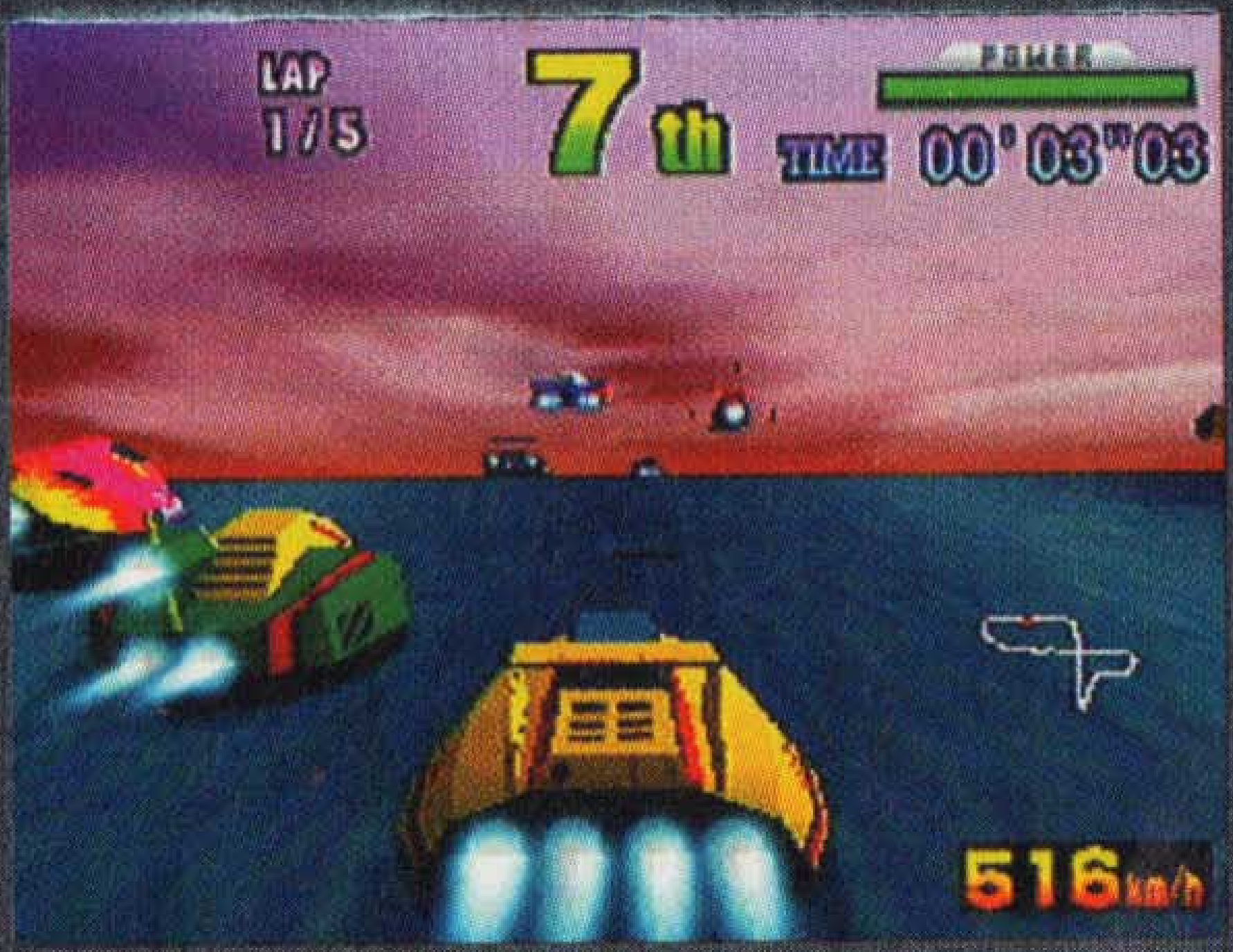


◁ *Looking at the course map this track appears to be a fairly fast and simple introduction.*

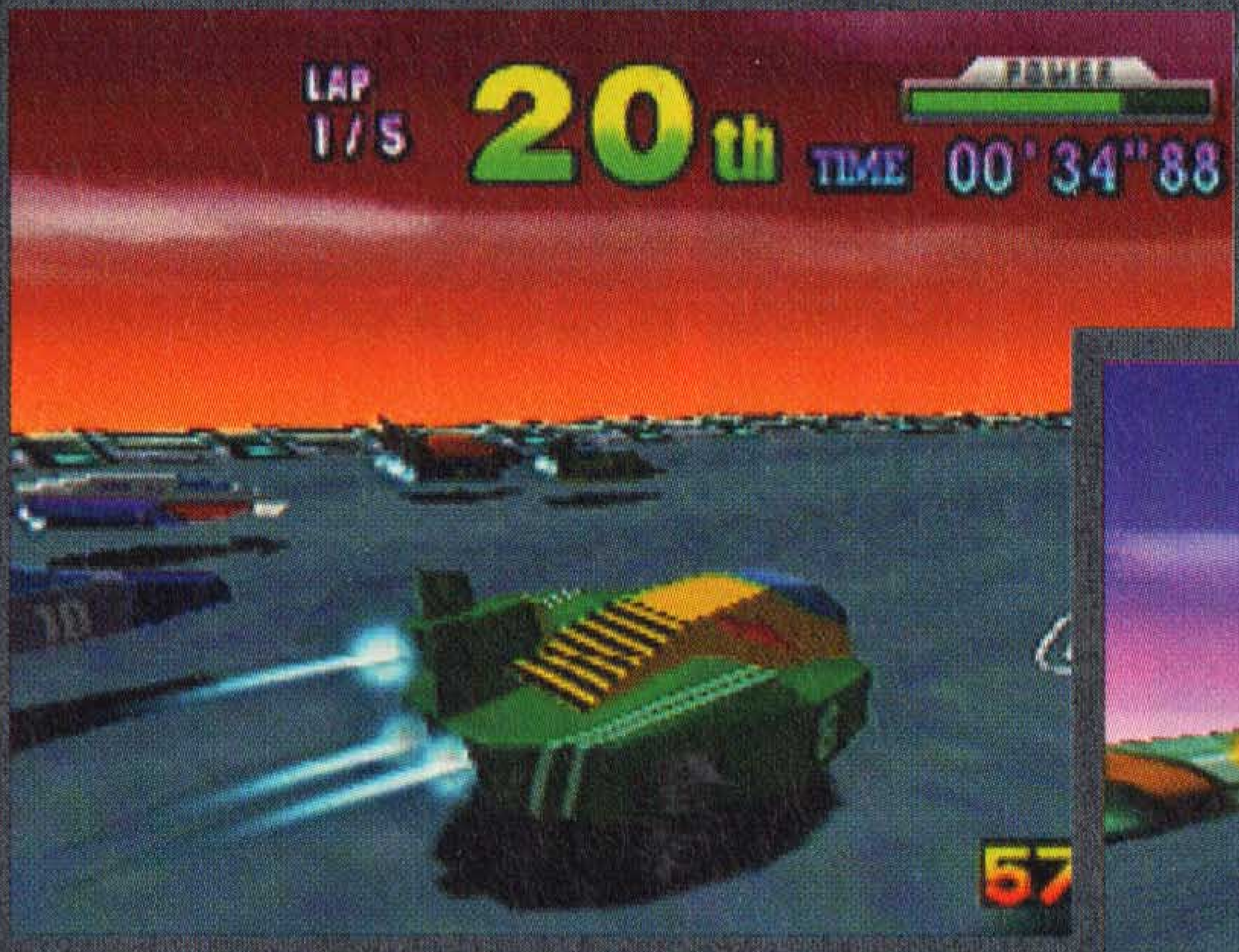
▷ *The map here shows a much longer track.*



▷ *This is the third course map we've seen and something approaching a racing view as well.*

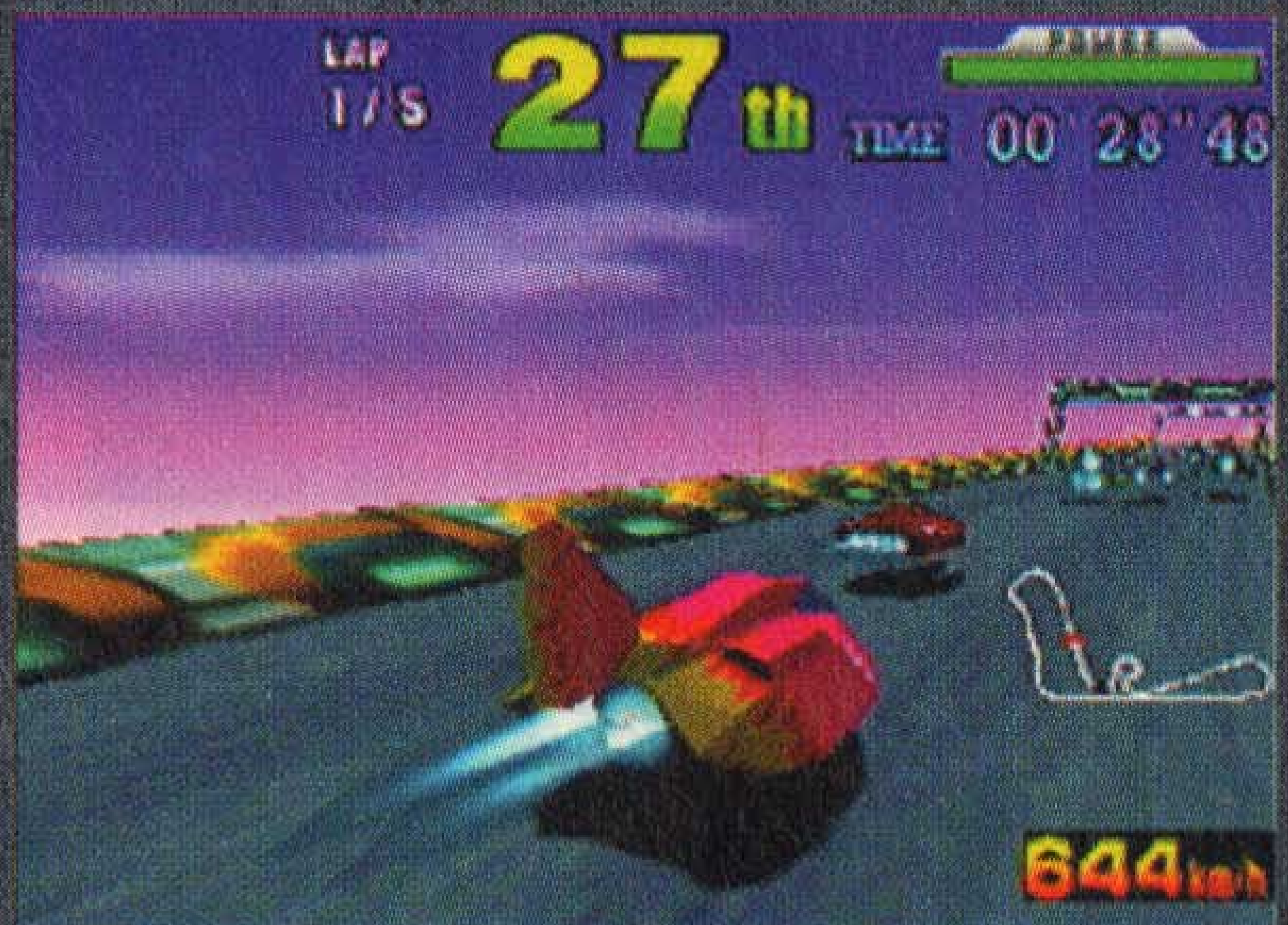


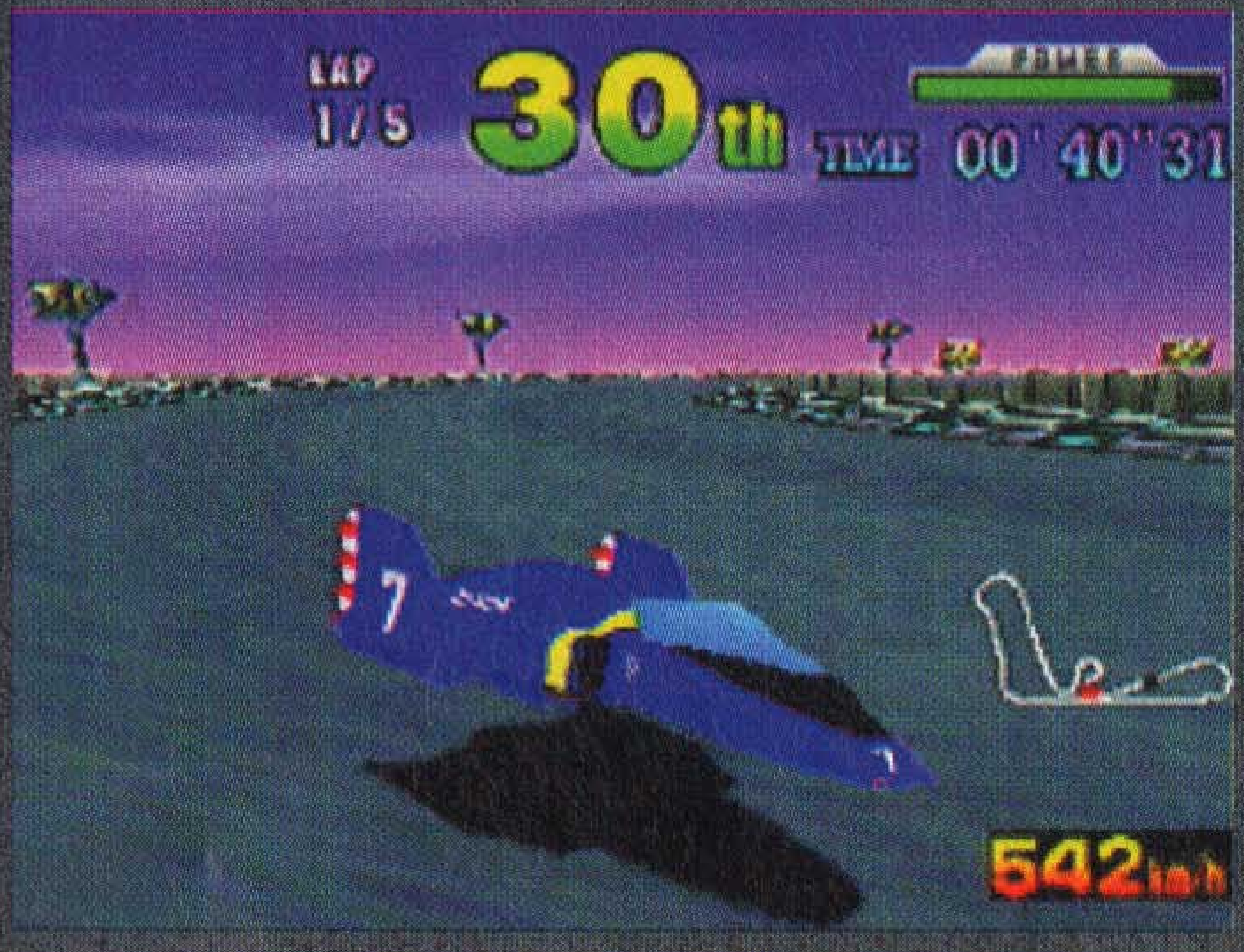
PREVIOUSLY IN N64 We first Future Looked *F-Zero* way back in **N64**/5.



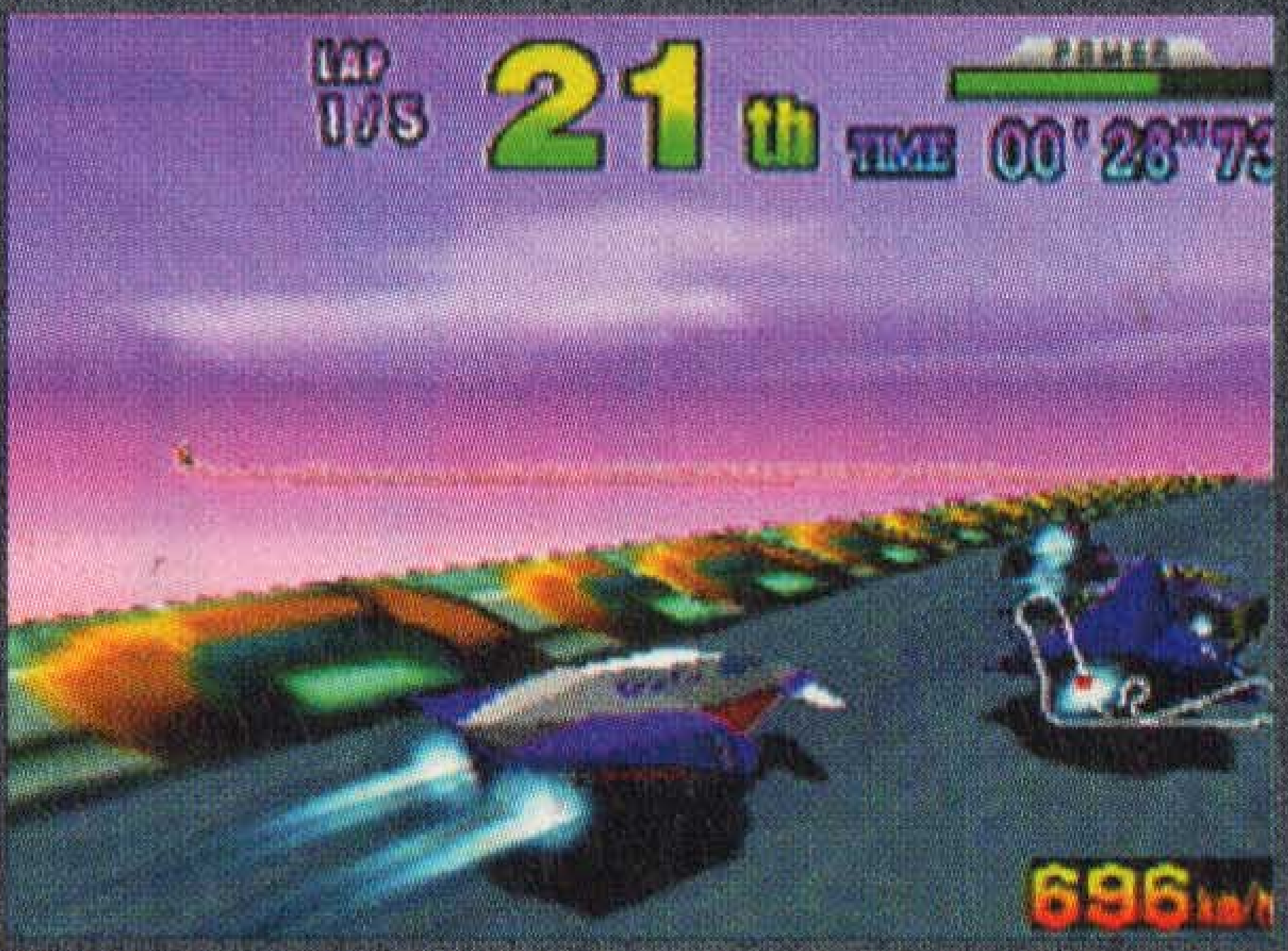
Five laps per race – not the traditional three, then.

27th? That must mean at least 30 racers wouldn't you say?



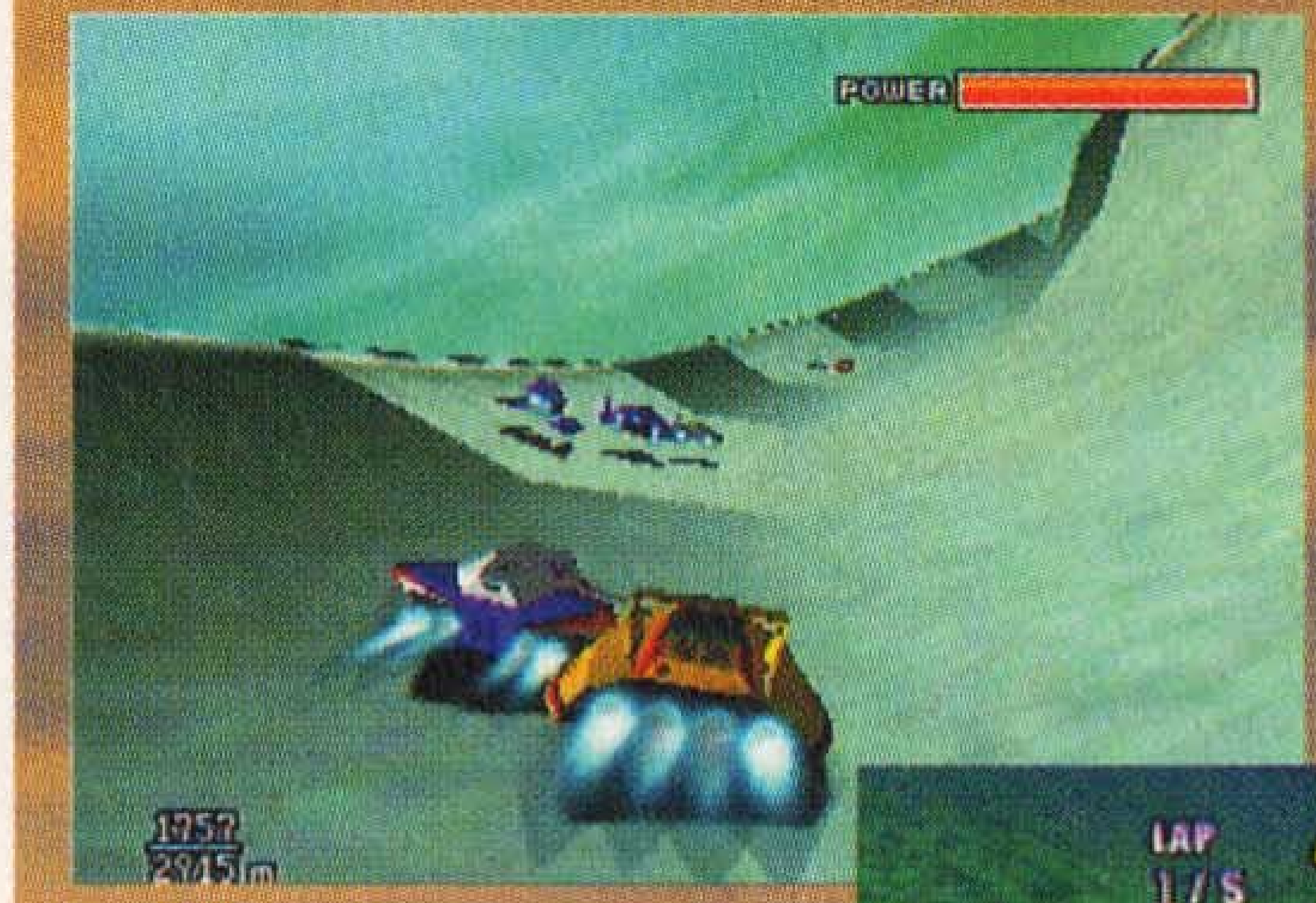


Not many shots of the actual racing view have been released yet.



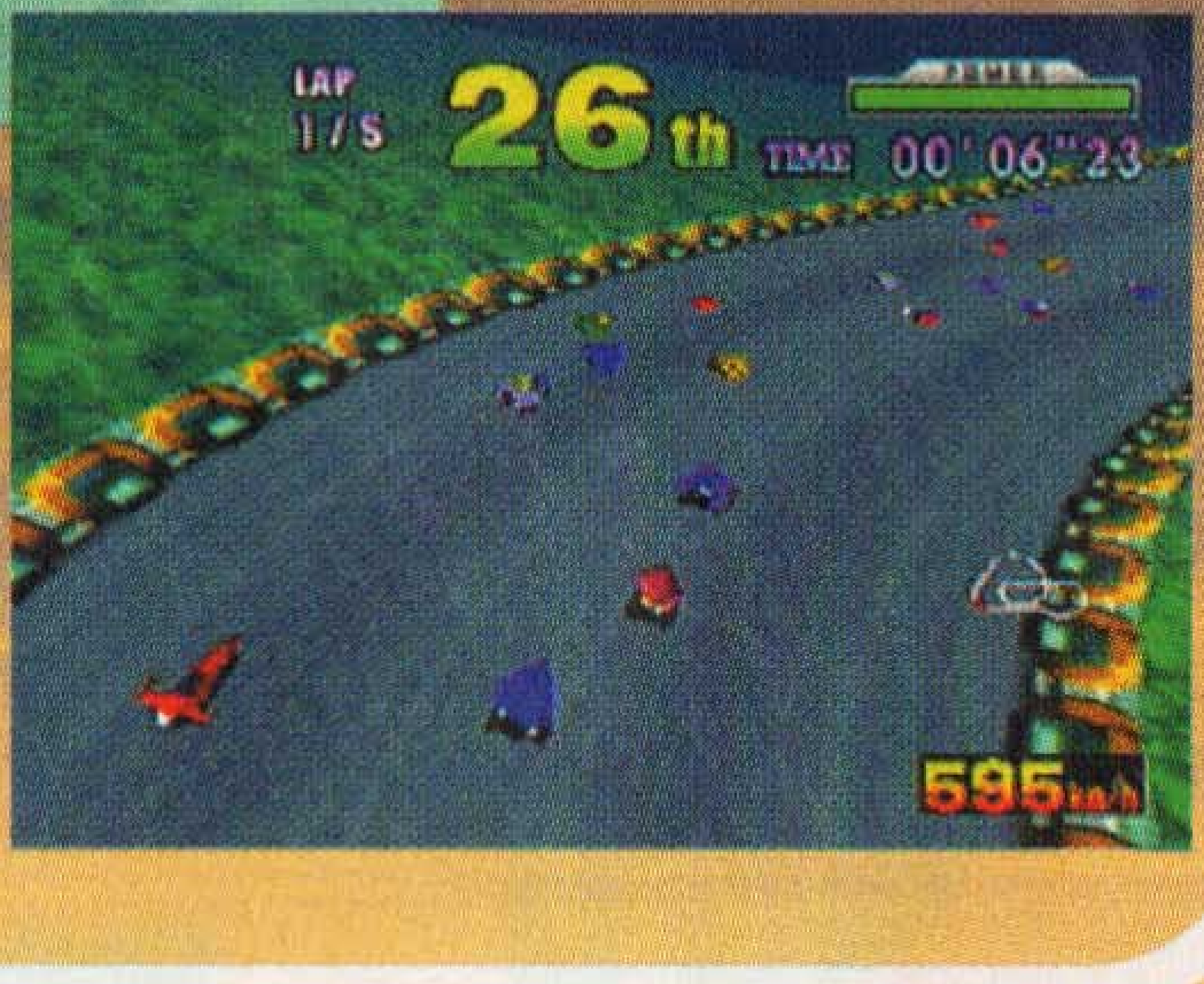
How many?

Compare these screenshots. The one on the left shows the game as we featured it in issue 5. Looks a bit quiet, doesn't it? Now look at one of the latest shots on the right. Let's hope all those CPU cars are super-intelligent racers worthy of our competition.



Yep. The first set of shots we printed suggested an average number of competitors.

Look at this, though! There are more drivers here than in an F1 Grand Prix. And you know how excited Murray gets about those!



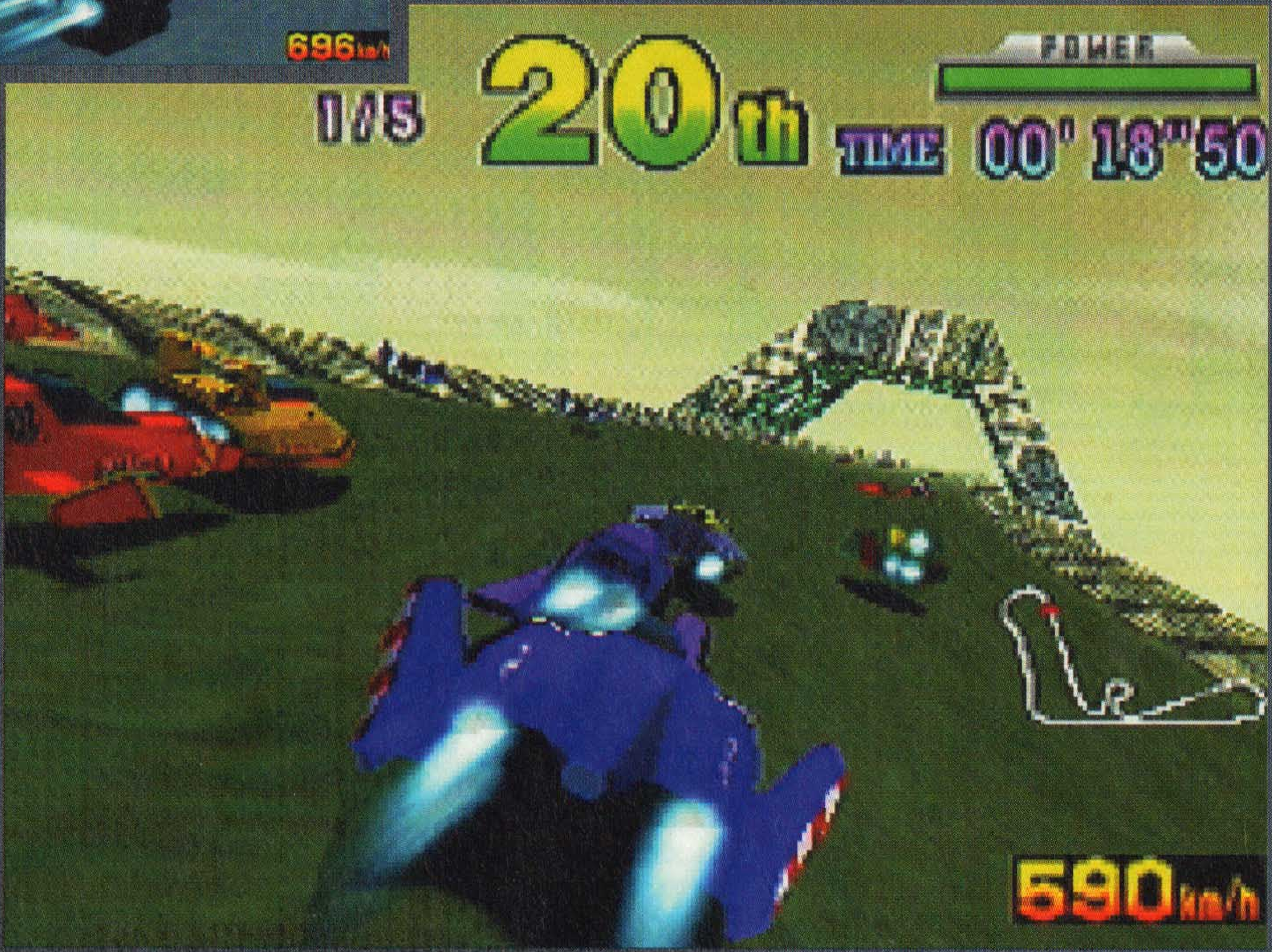
64

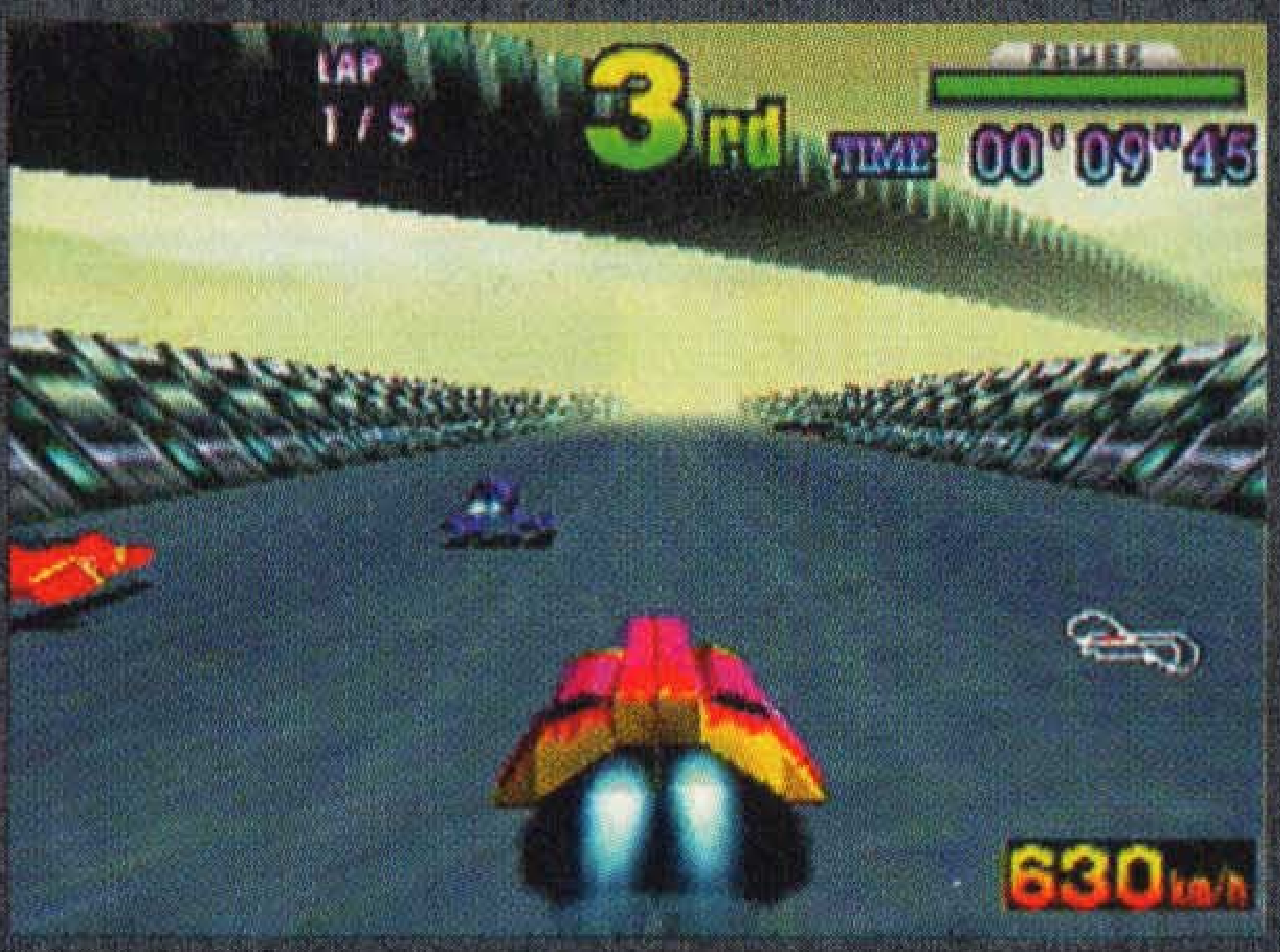
F-Zero 64

NINTENDO

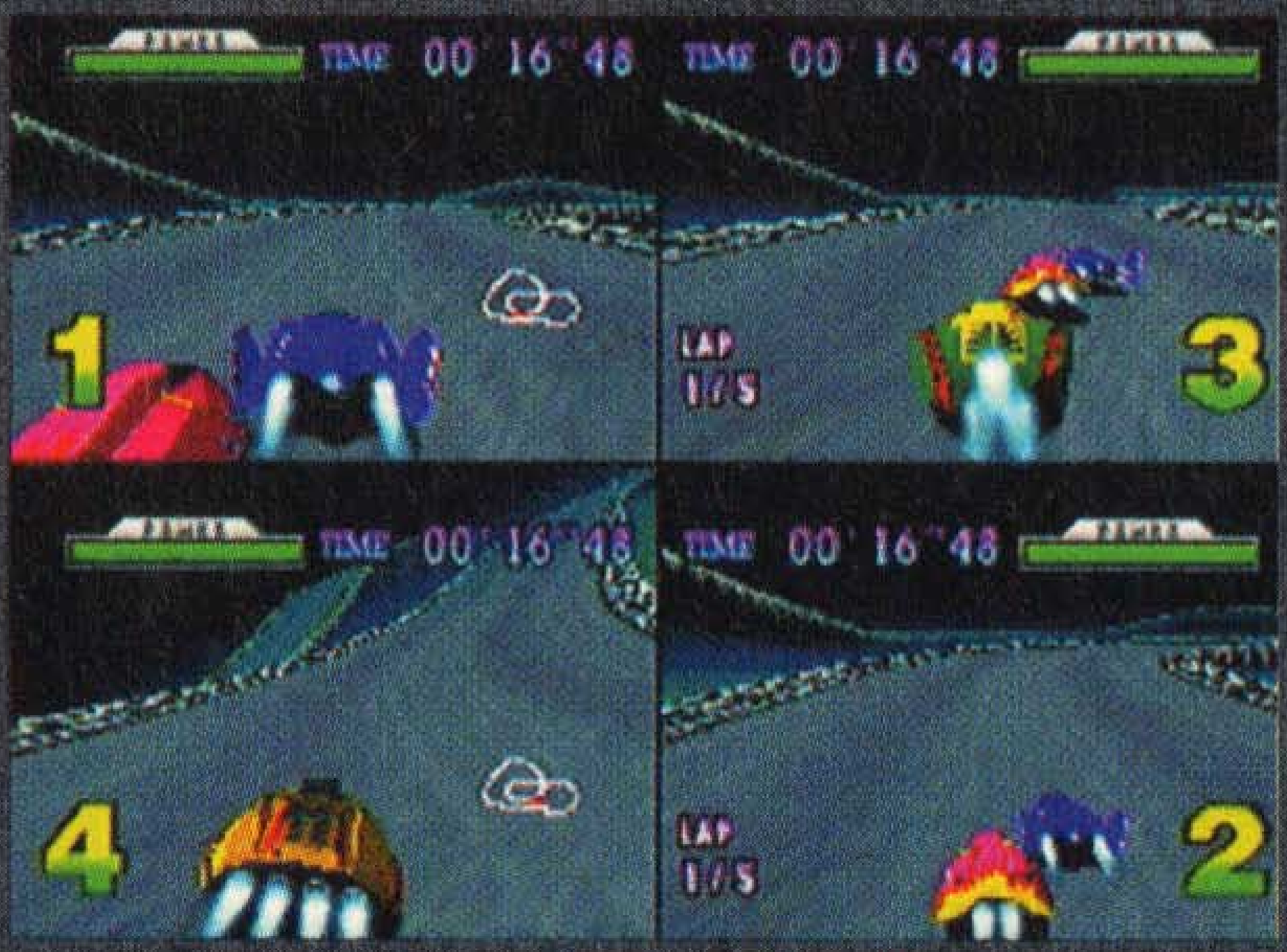
TBA 1-4

UK release TBA



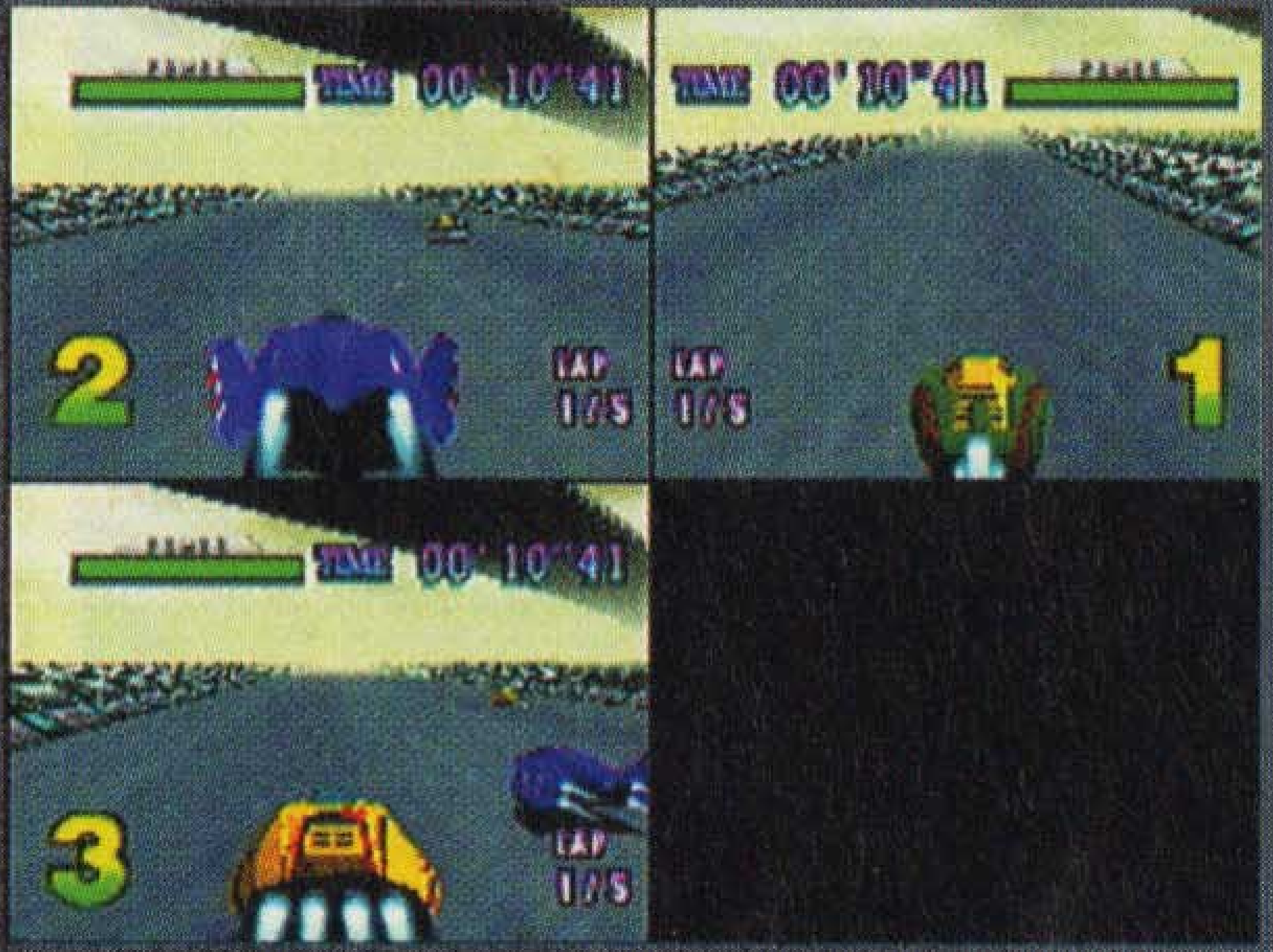


The fourth course and this one appears to loop and double back on itself quite a bit.



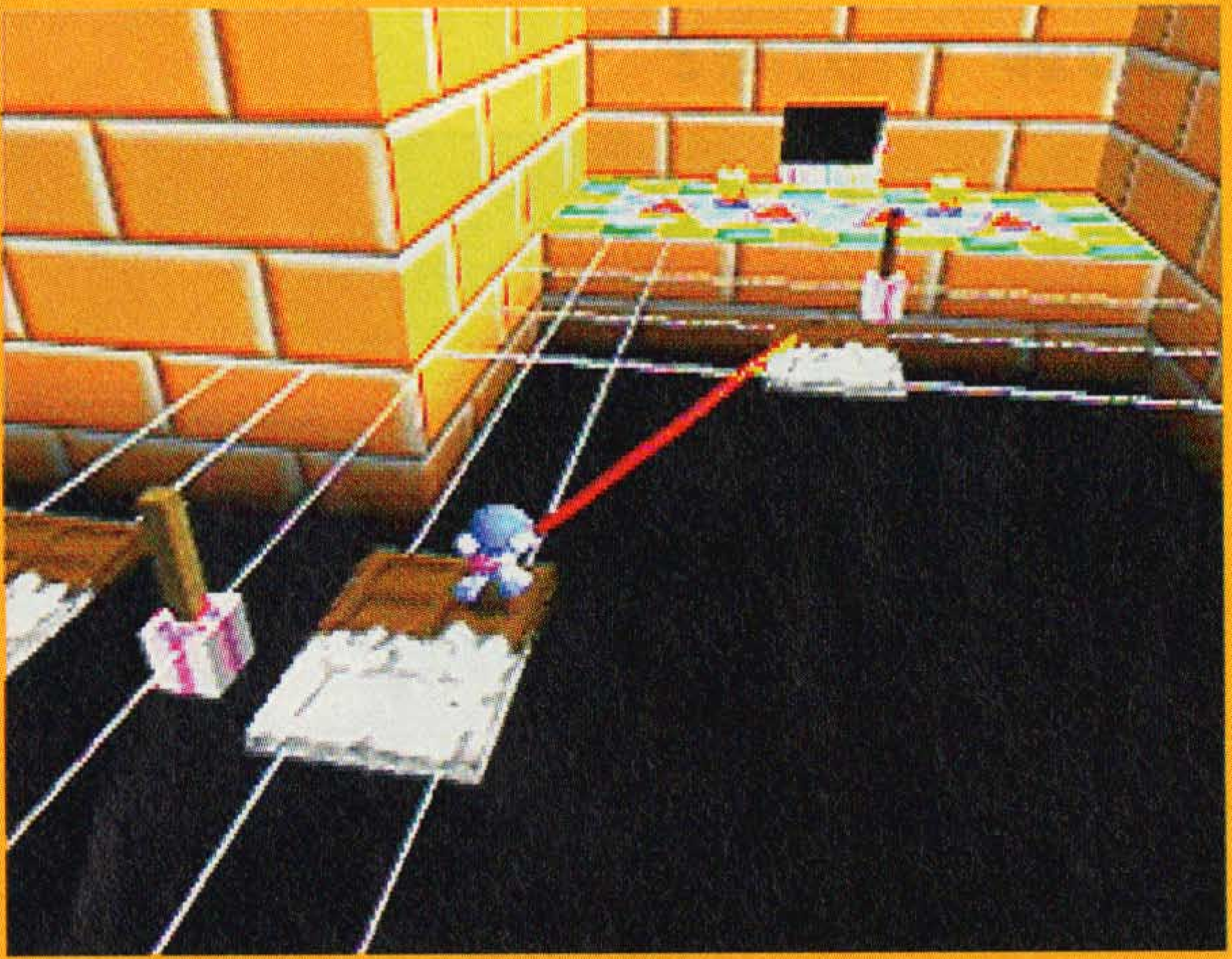
What will Shigs decide to put in the blank quarter? A camera view like Starfox?

Another course and the four-player mode.

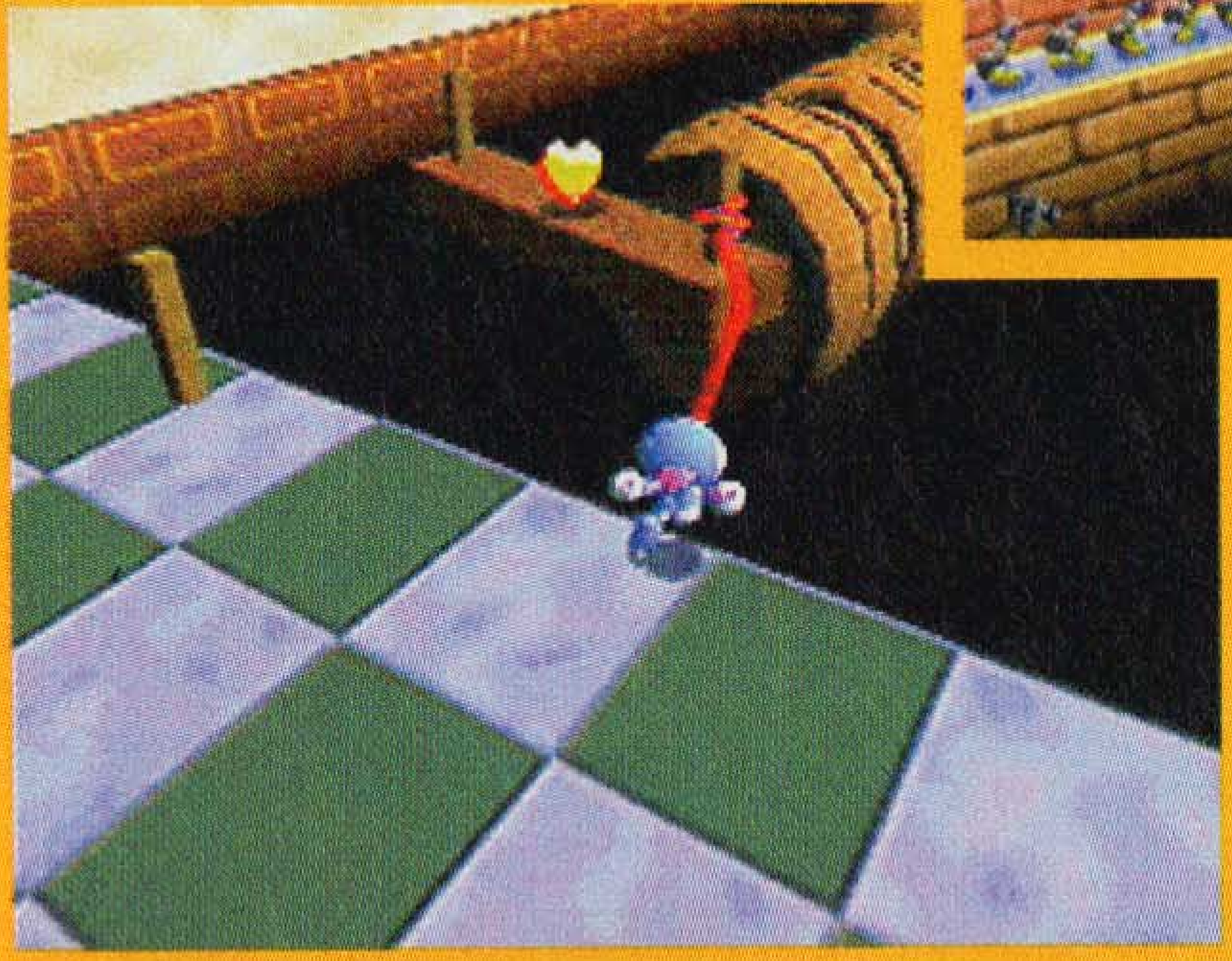


TO BE CONTINUED... Expect a full report on *F-Zero* (along with the rest of Nintendo's show games) in issue 11.

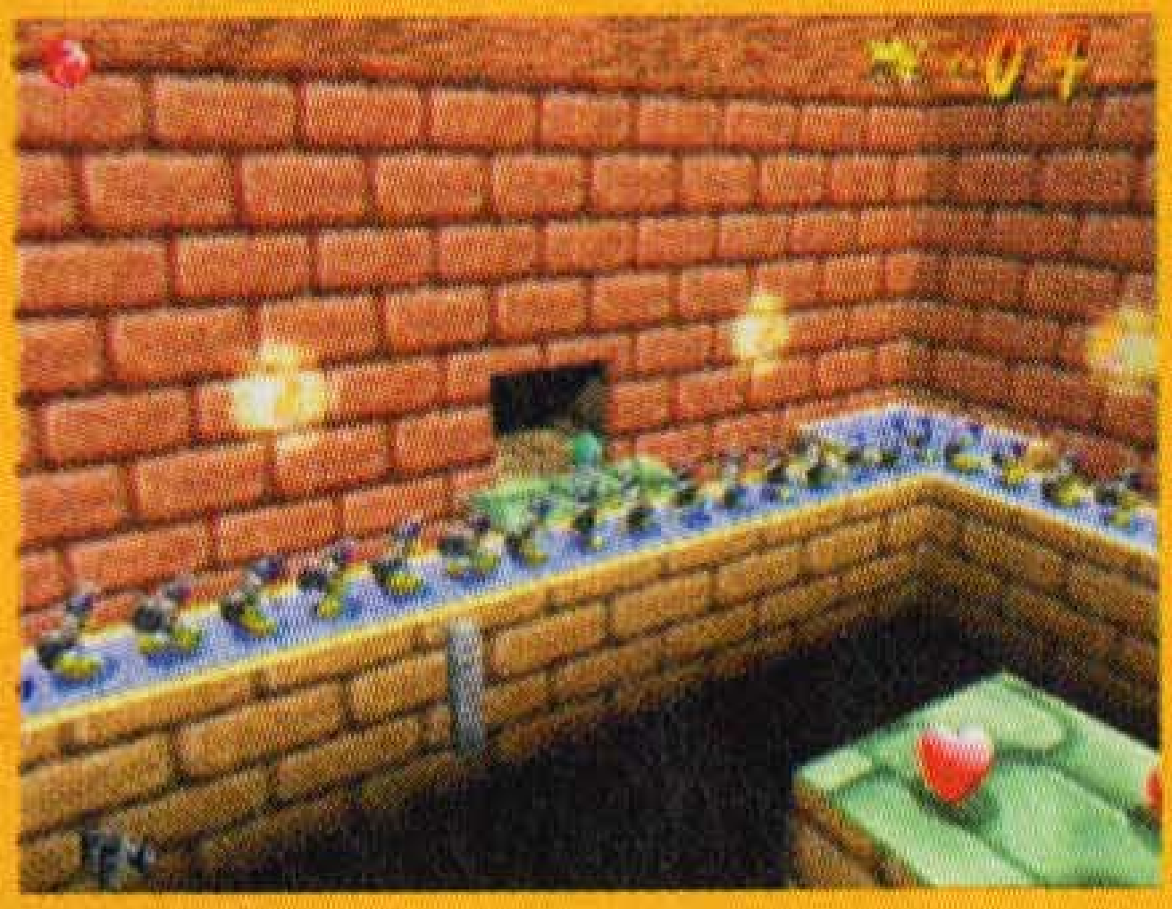
WE'VE HAD A GO ON OCEAN'S HIGHLY LICKABLE NEW ADVENTURE!



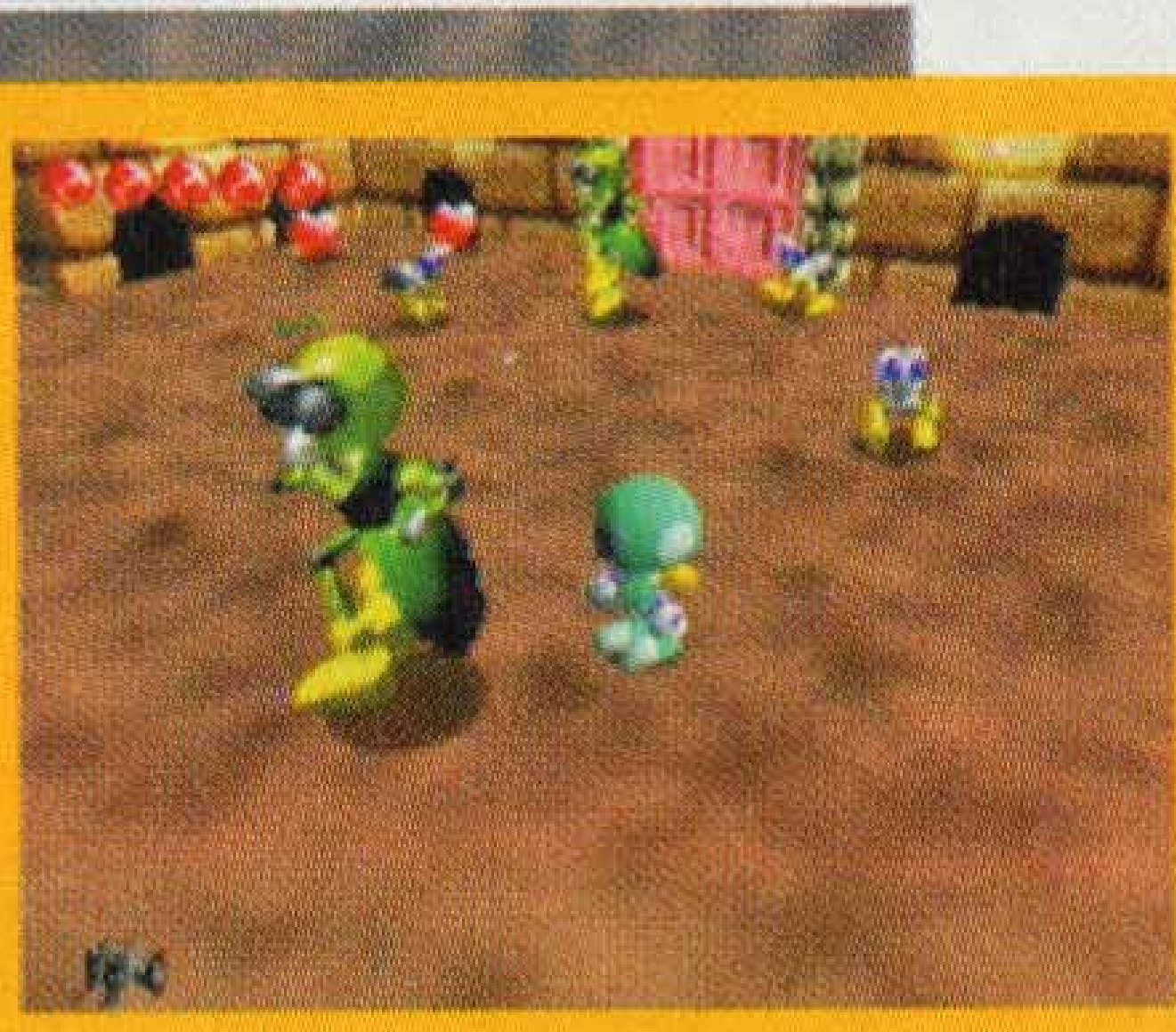
You'll find yourself having to 'tongue' yourself from one moving platform to another.



Yes, that log does indeed rotate, like in Gladiators.



Look at all those ants! They're scary.



The baddies actually appear to be sprites rather than proper N64 polygons.

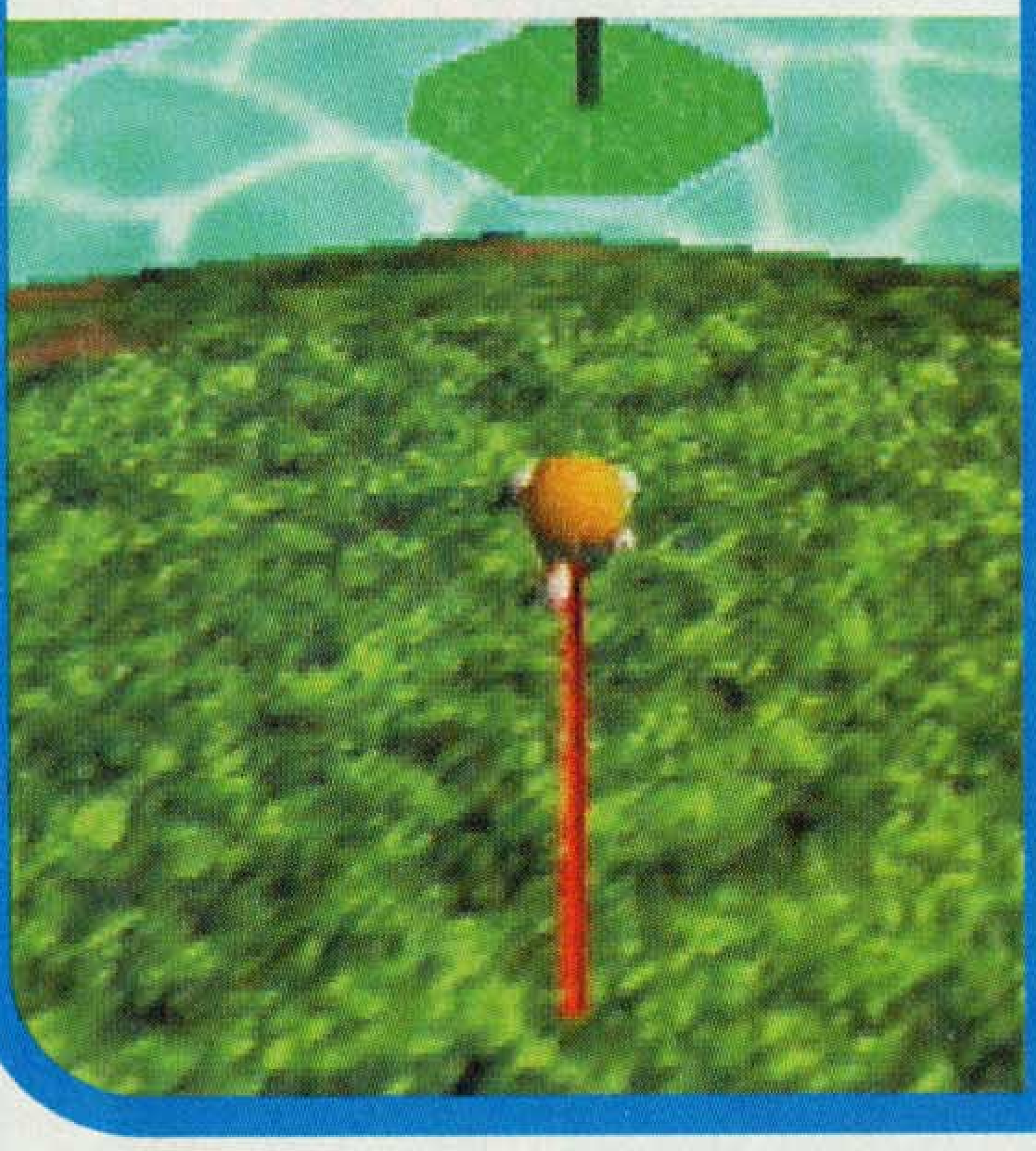
CHAMEL TWIST

Tongue twisting

Moving Davy, Jack, Fred or Linda (you get to choose your chameleon) is a matter of tongue control.

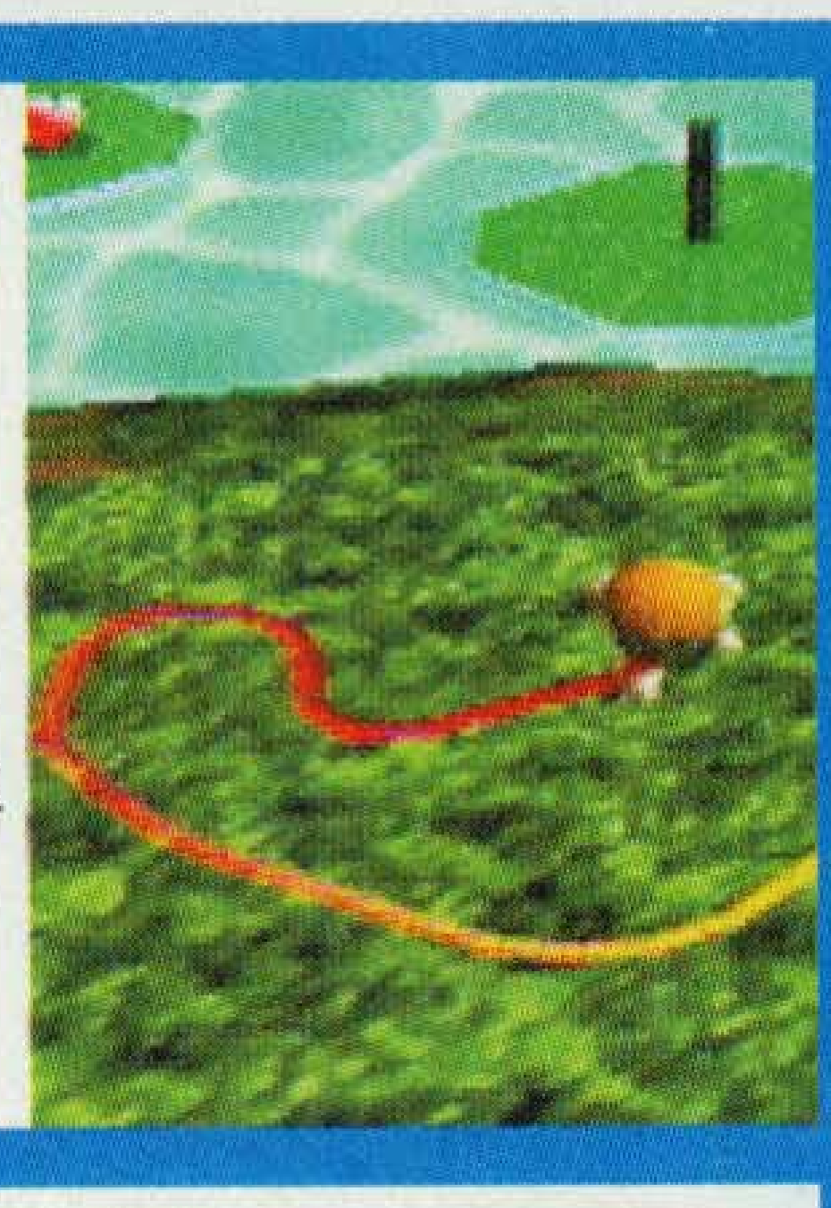
stick

Prodding B causes your chameleon to stick his tongue out. Somewhat rudely, in fact.



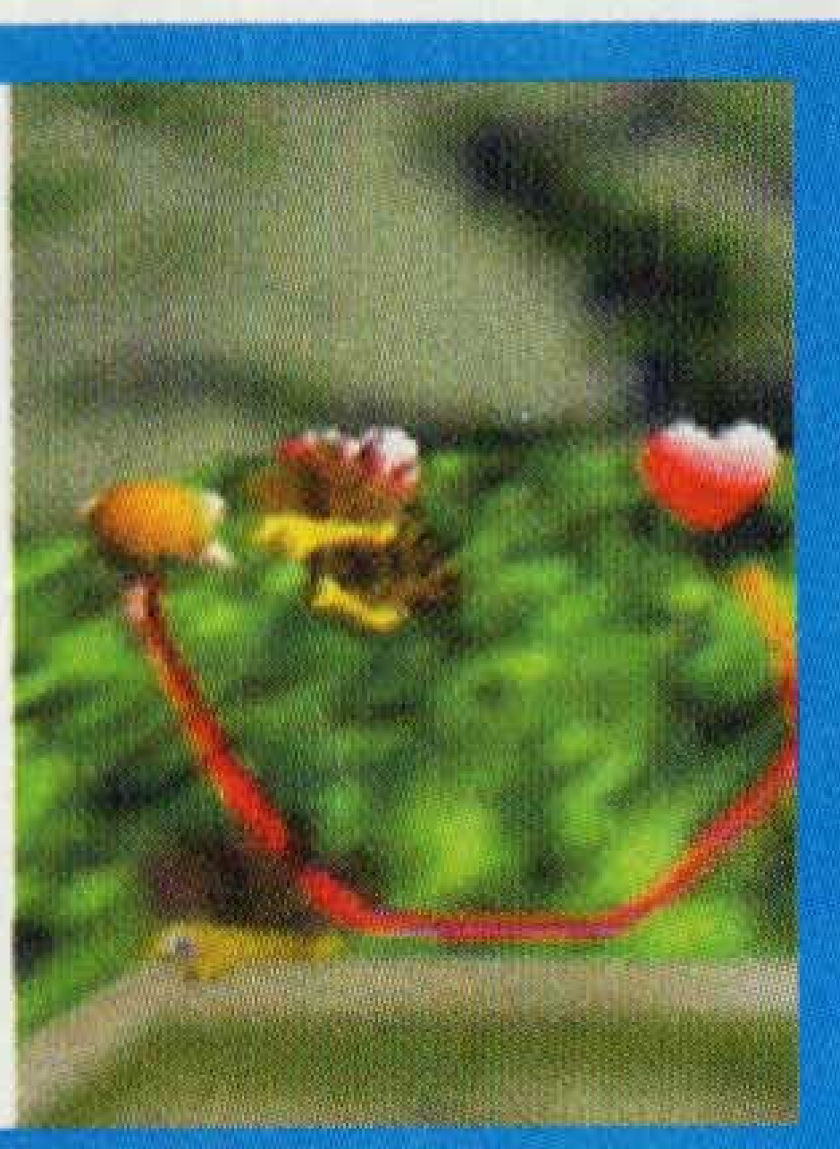
waggle

Waggling the joystick allows you to steer his tongue around corners. This is a bit odd at first.



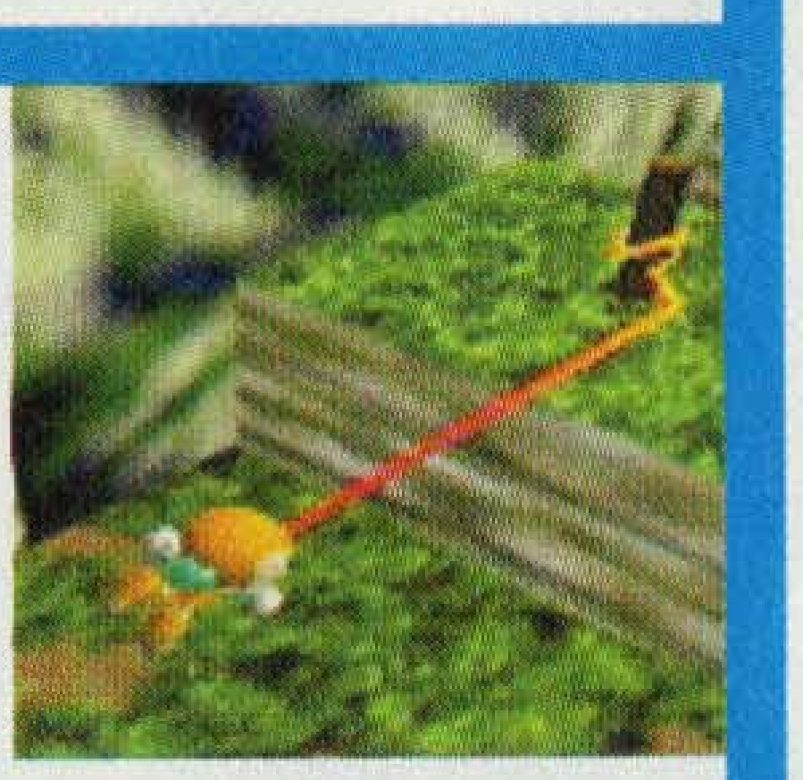
eat

Aim his tongue accurately and power-hearts and baddies will stick to it, ready to be ingested.



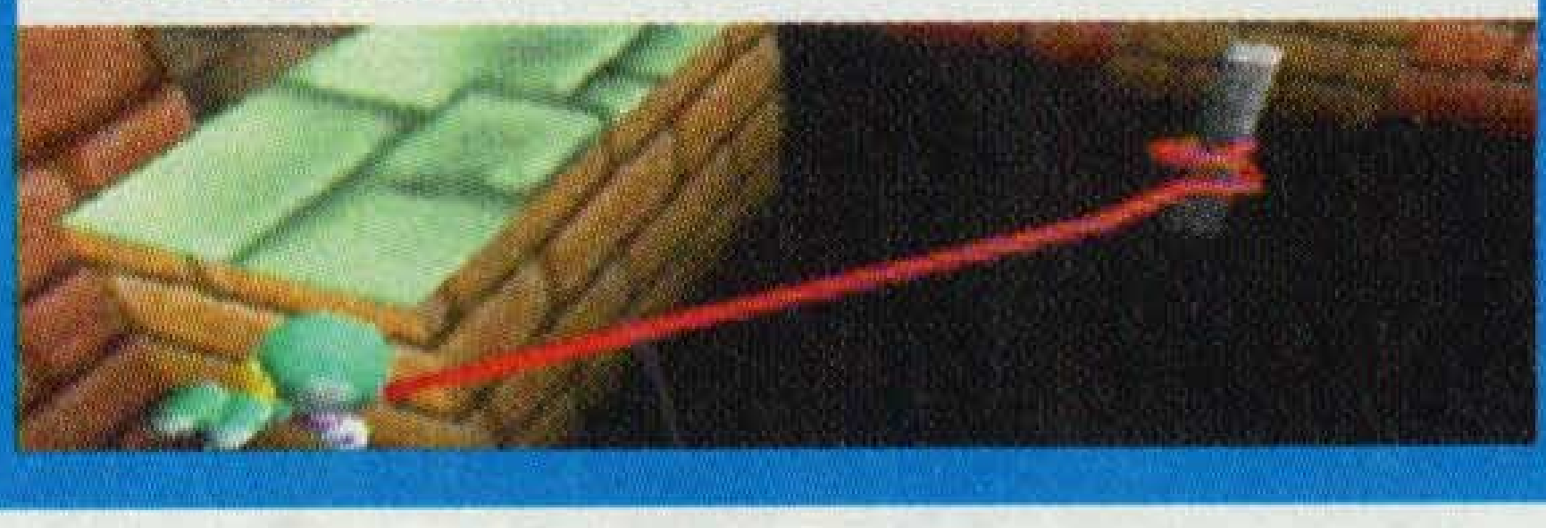
pull

Alternatively, you can wrap his tongue around a solid object and then retract it, handily pulling your chameleon over any intervening gap that's too big to jump.



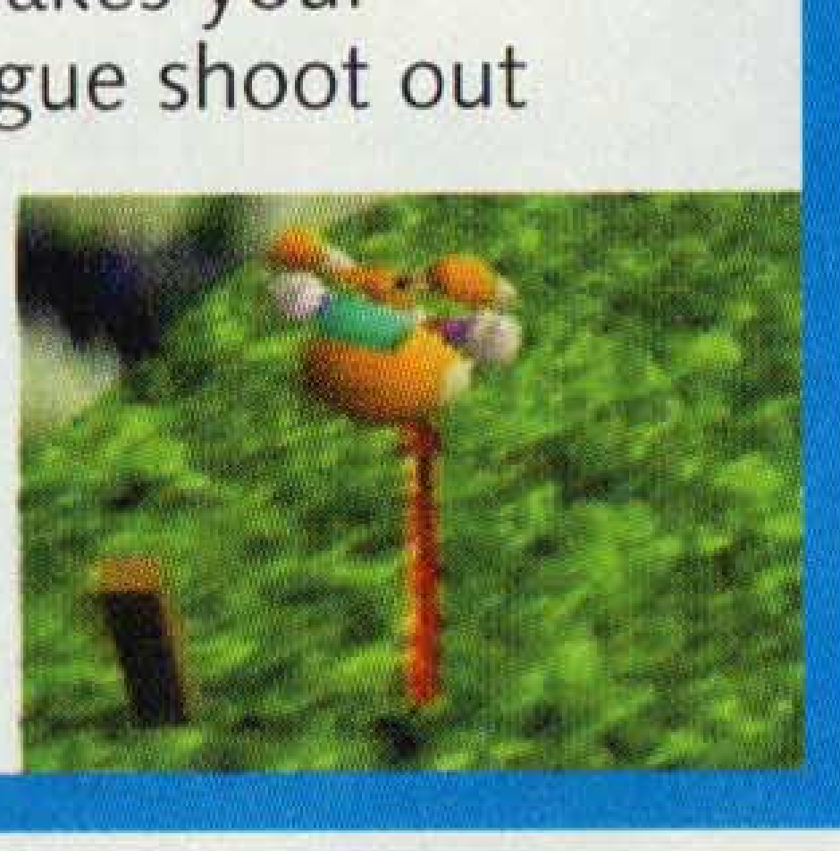
circle

Jump and push left or right, on the other hand, and you can spin round, exploiting a sort of sling-shot effect.



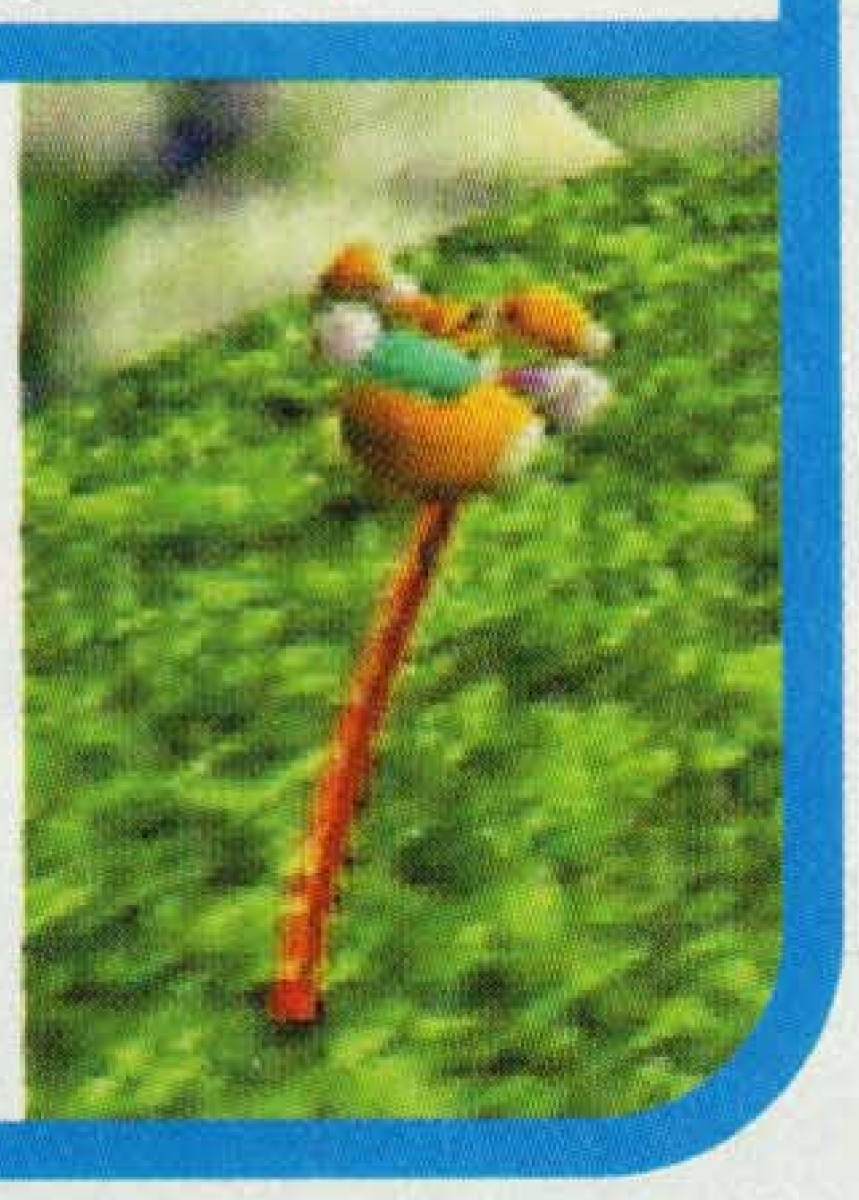
balance

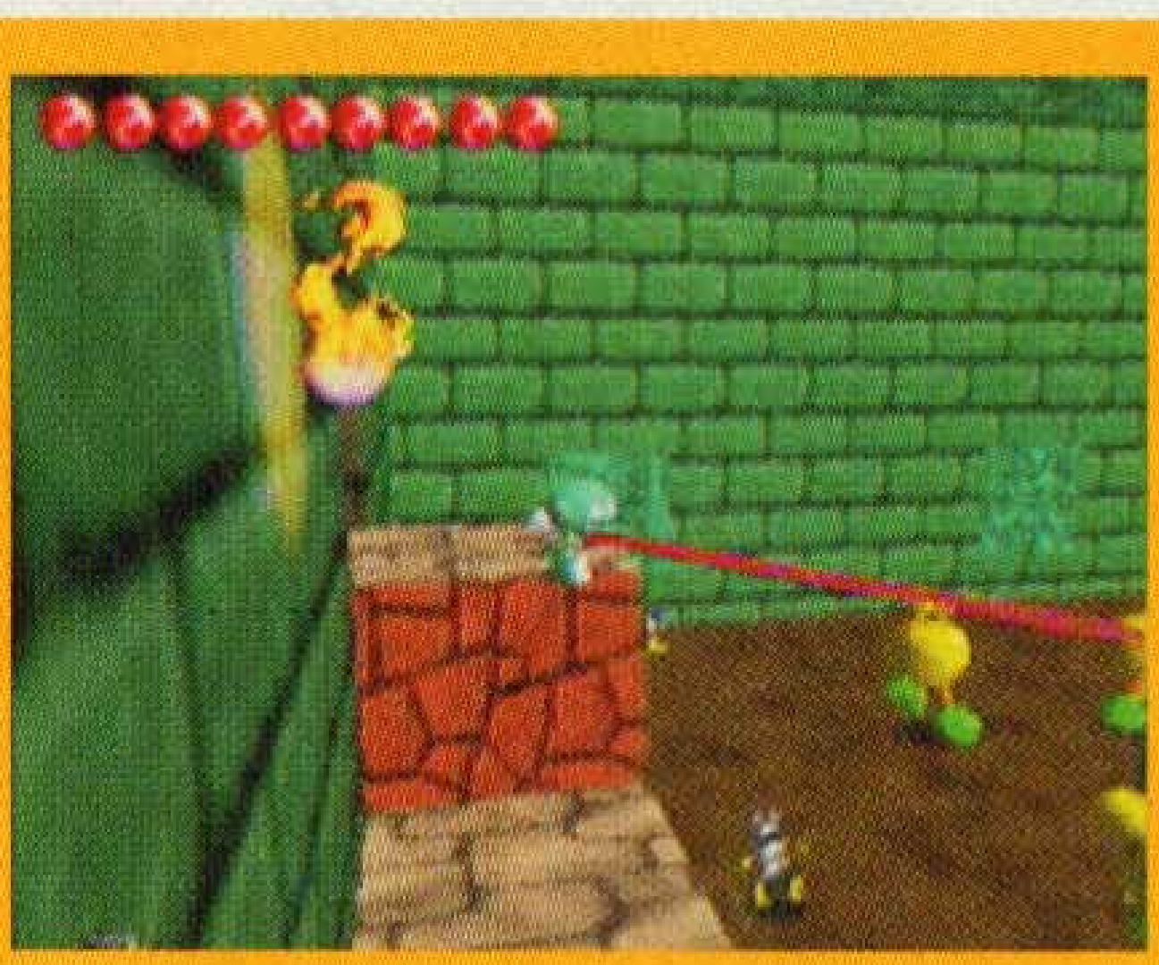
Z, meanwhile, makes your chameleon's tongue shoot out underneath him, while he balances on top of it. Handy for jumping a bit higher.



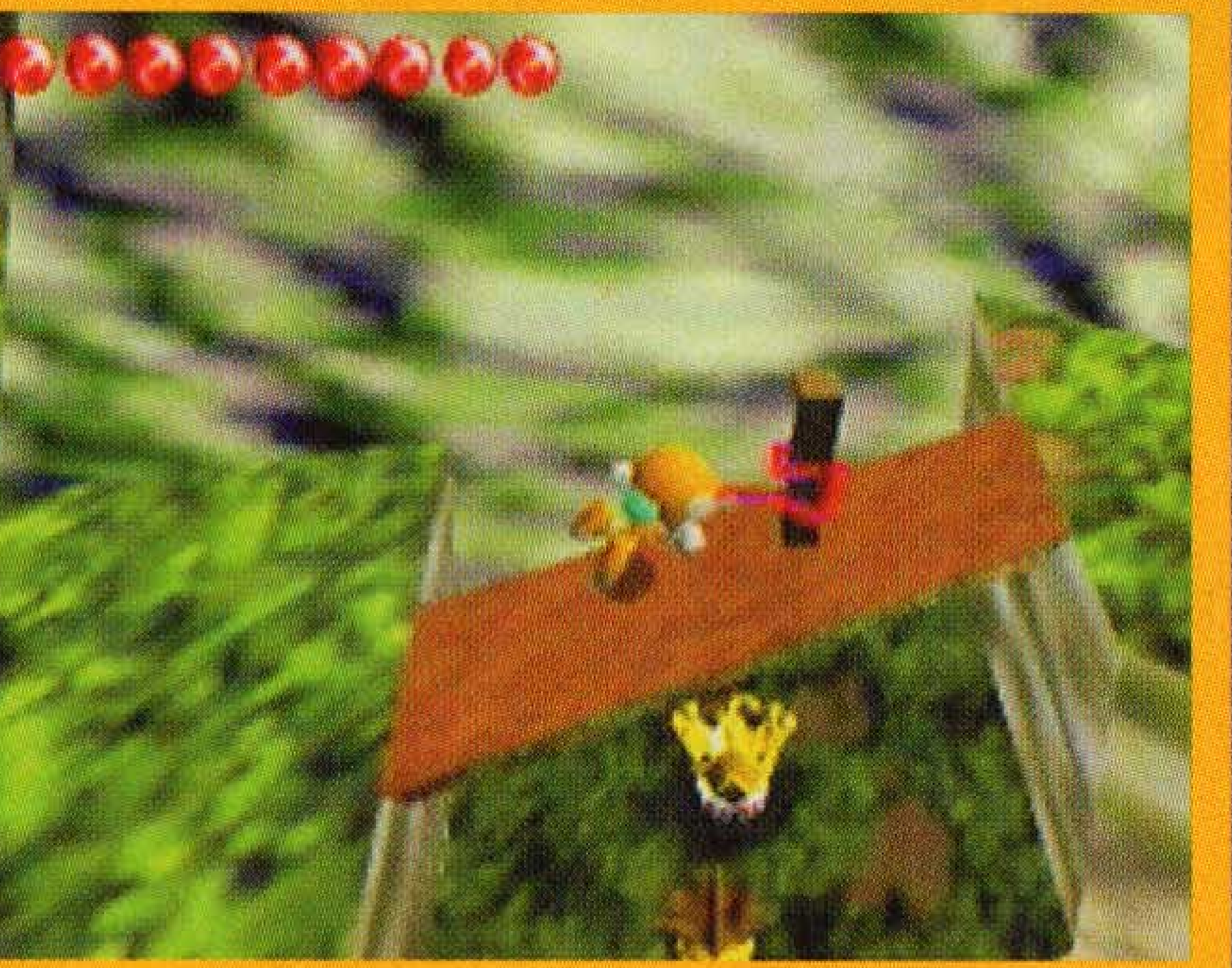
vault

Hold the stick left or right as you're pressing Z and you can do a sort of pole-vault manoeuvre.





The game's caught our eyes simply because it's so different. (And fun.)



Here's a bit of tongue-powered movement. You've got to collect the crowns, too.

Chameleon Twist
OCEAN/JAPAN SYSTEM SUPPLY
December 1-4
US/JAPAN: **November**

EON

Now here's a weird game. And also, from what we've seen of it so far, one to really look forward to. Although it's a 3D adventure, *Chameleon Twist* neatly tiptoes through the old "But is it as good as *Mario*?" minefield by having, appropriately enough, a twist. Rather than just running and jumping everywhere, *Chameleon Twist*'s hero can use his tongue to lassoo bits of scenery and swing, winch and catapult himself from place to place. This gives the game a feel that's both delightful and unique. (Unique, that is, unless you've ever played *Bionic Commando*.)

We spent an afternoon with *Chameleon Twist*, and it took us a while to get the hang of controlling our colour-changing chum (even though, in an **N64** Magazine office poll, it turned out that three out of the six of us can roll our tongues). You've got to remember that it's the B button to perform horizontal manoeuvres – licking up baddies, grabbing hold of posts and so on – and the Z button to do vertical things like vaulting up onto high platforms. After a bit of practice, though, we were swinging through the levels like a chromatomorphic Tarzan.

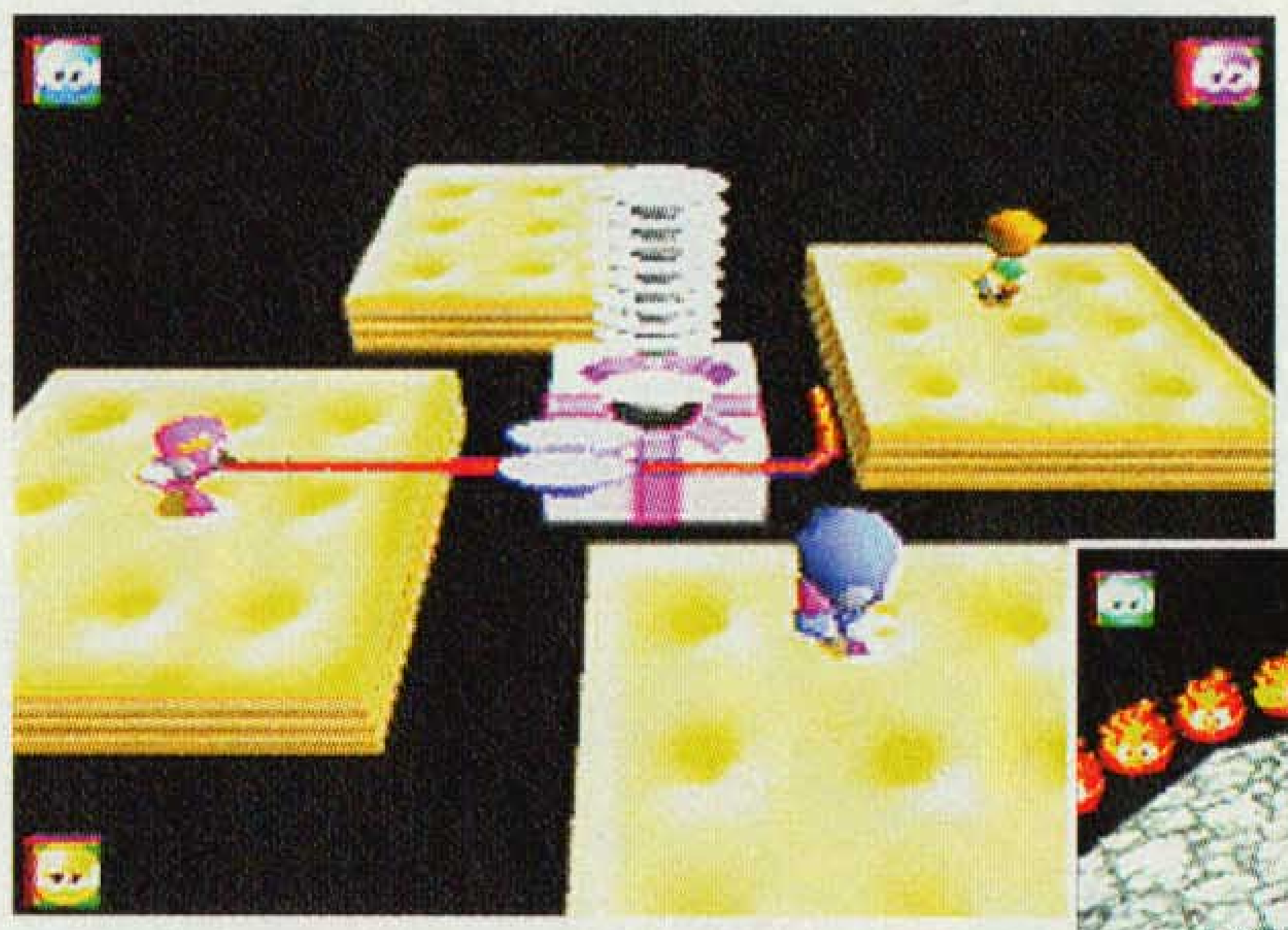
The game's divided up into six 'worlds', and they're structured in such a way that you have to do Jungle Land first (getting both the obligatory forrested opening *and* the runaway minecart stuff out of the way), but you can then choose to branch into either Bomb Land (which is full of blocks that need blowing up) or Ant Land (ruled over by marching columns of ants). The other worlds then follow on from those.

There's nothing particularly special about *Chameleon Twist*'s graphics, it has to be said, and the camera's a bit of a handful. But everyone who actually sat down and had a go on Japan System Supply's game was instantly captivated by it. And the multi-player mode is potentially even more of a winner.

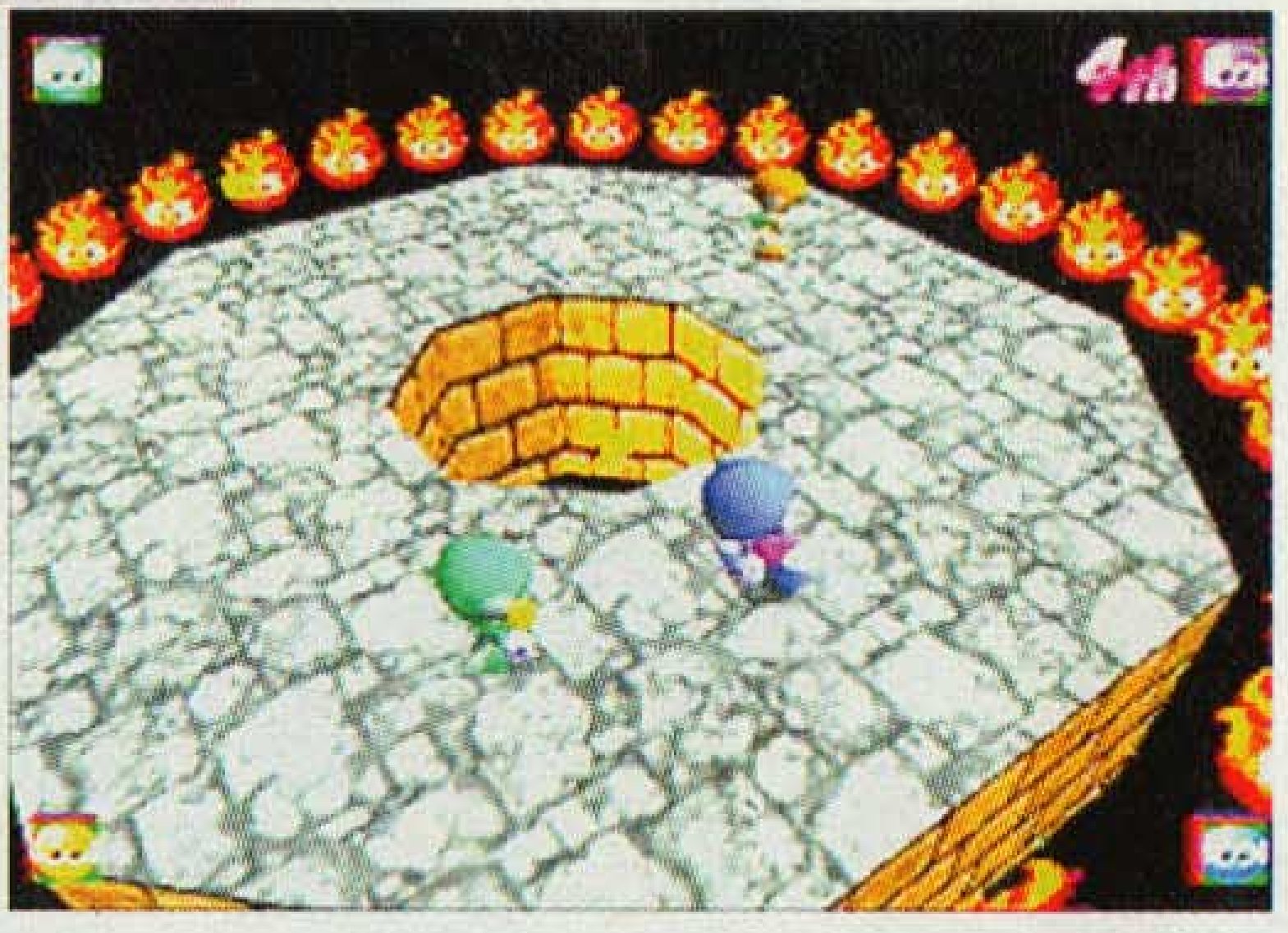
The best news of all, though, is that *Chameleon Twist* has been signed up by Ocean, who'll be publishing it in the UK before Christmas. So we ought to be able to review it in our very next issue!

Many tongues

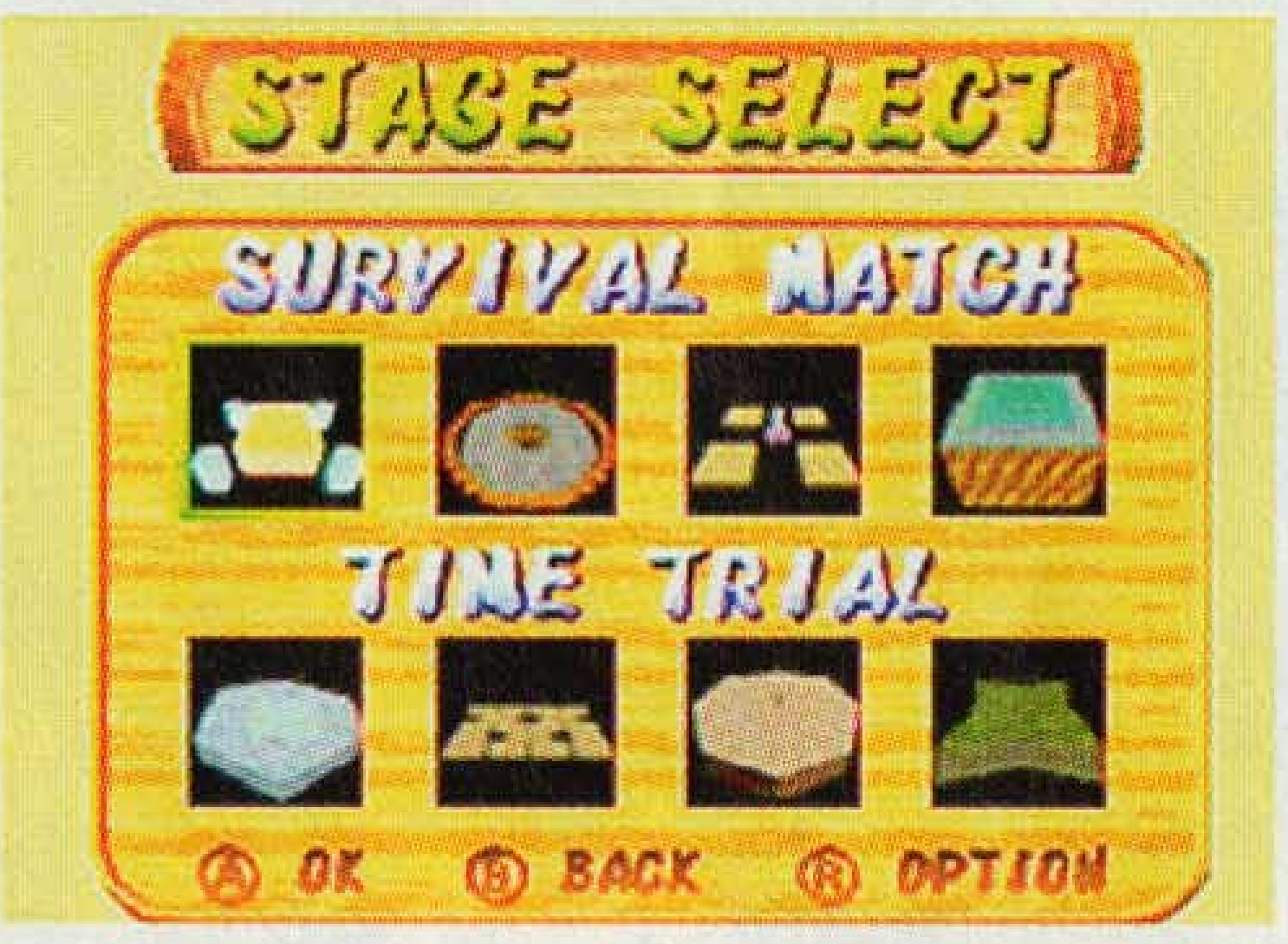
Brilliantly, *Chameleon Twist* includes just about the oddest four-player mode yet seen in an N64 game. There are two modes – Survival and Time Trial – with four arenas each. Not only are the arenas highly imaginative, with platforms hanging in space, but each one has you doing different things to scupper your opponents. You might have to pick up balls of fire or plates with your tongue and throw them at people, or maybe catch hold of a post and sling-shot into people. We only had the briefest of goes, but we're eagerly looking forward to more.



Here you've got to grab plates (with your tongue, natch) and hurl them at your foes.



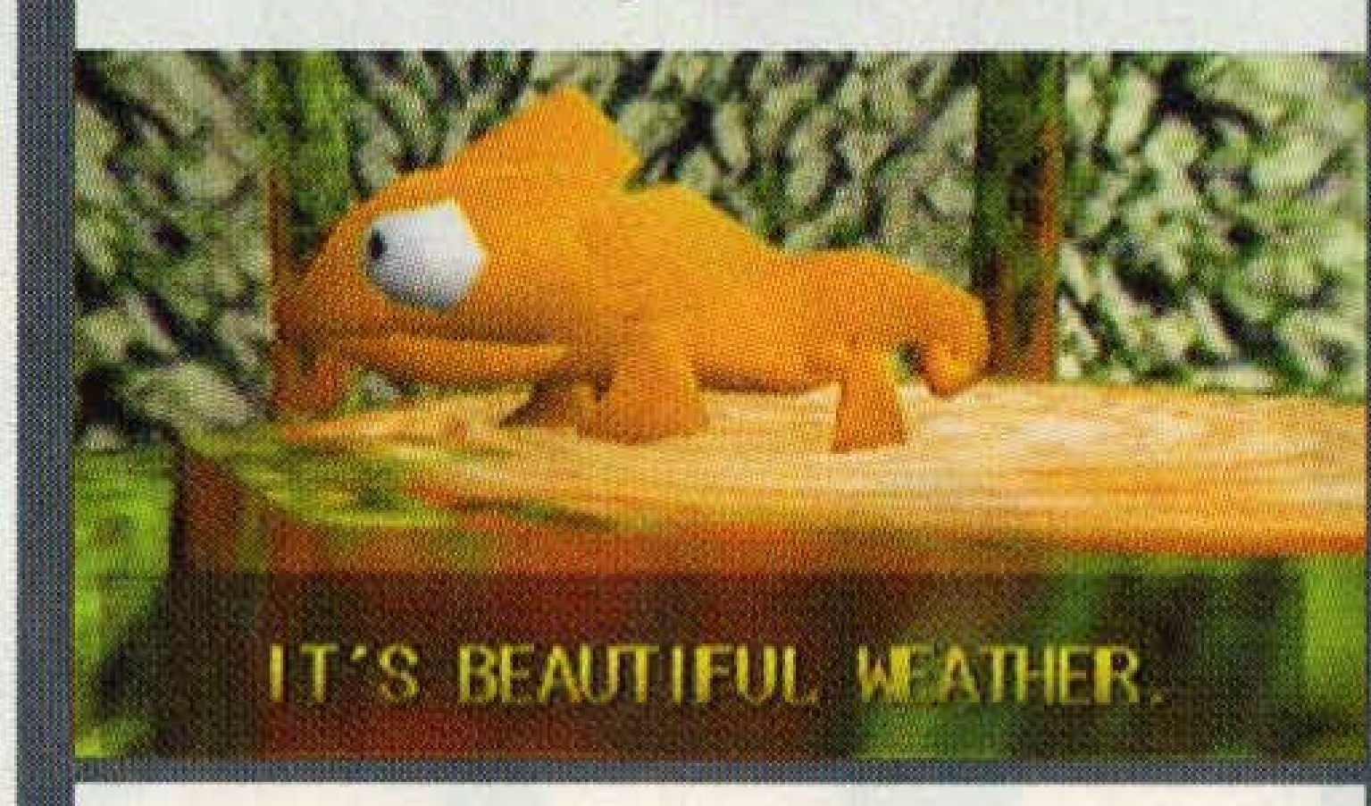
Grab fire from the perimeter on this one.



Each mode – Survival and Time Trial – has its own set of four arenas, specially designed for that mode's particular foibles.

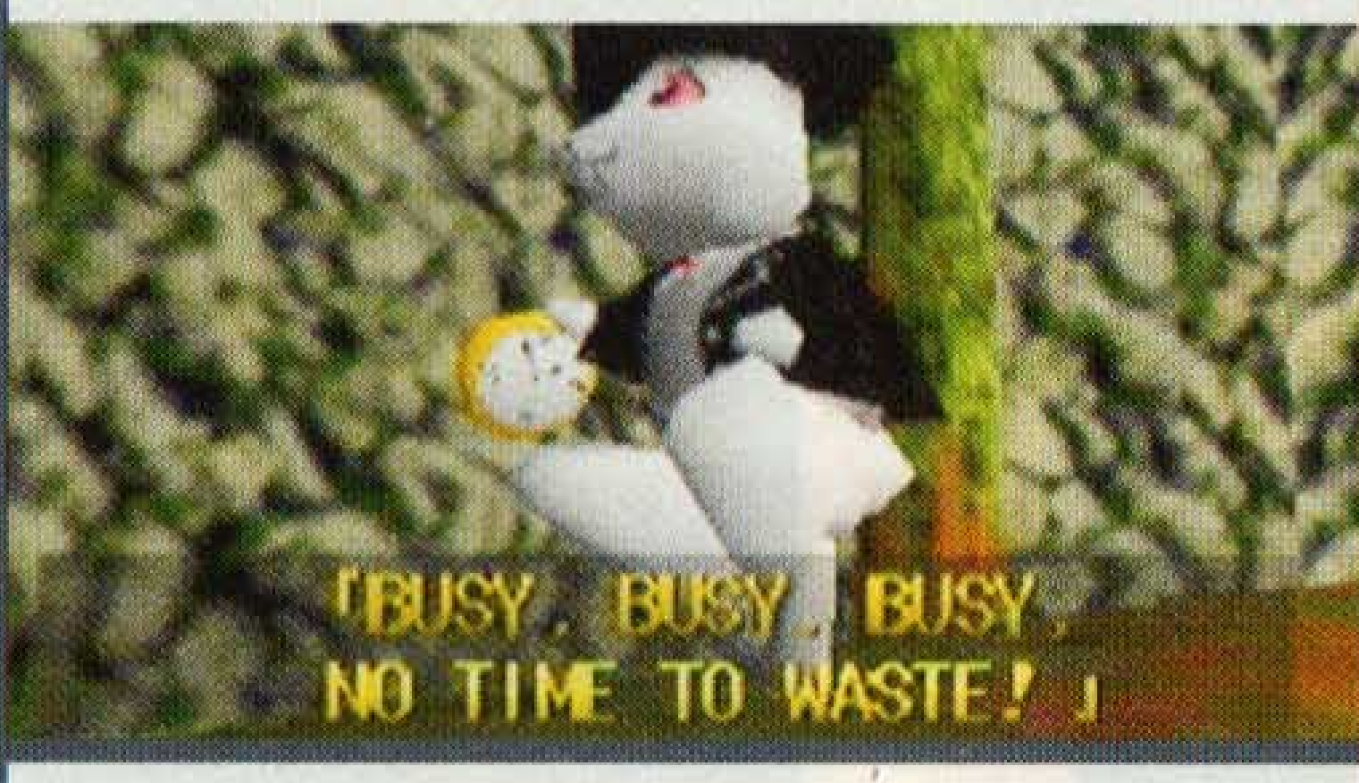
The explantion

As the intro explains, your character begins life as an ordinary chameleon.



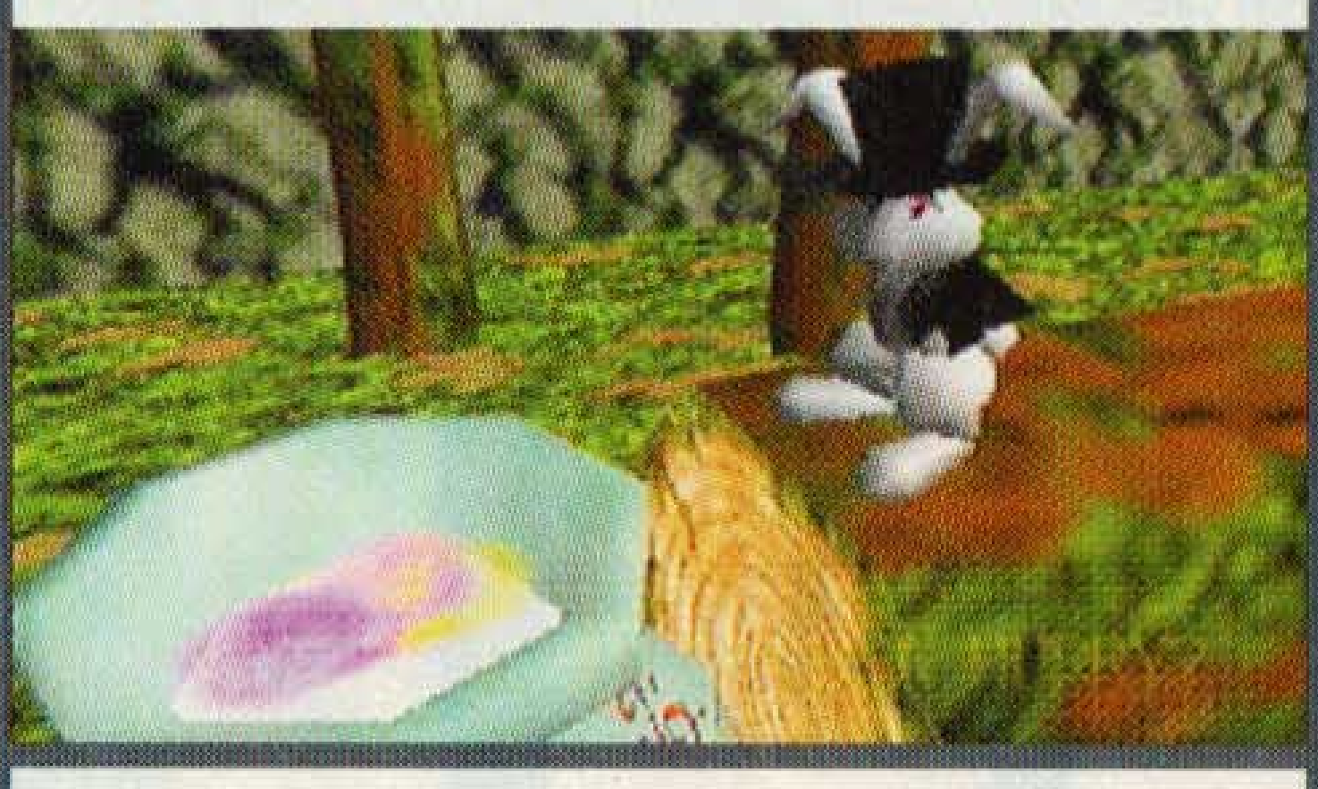
IT'S BEAUTIFUL WEATHER.

He spots a white rabbit running along looking at his watch.

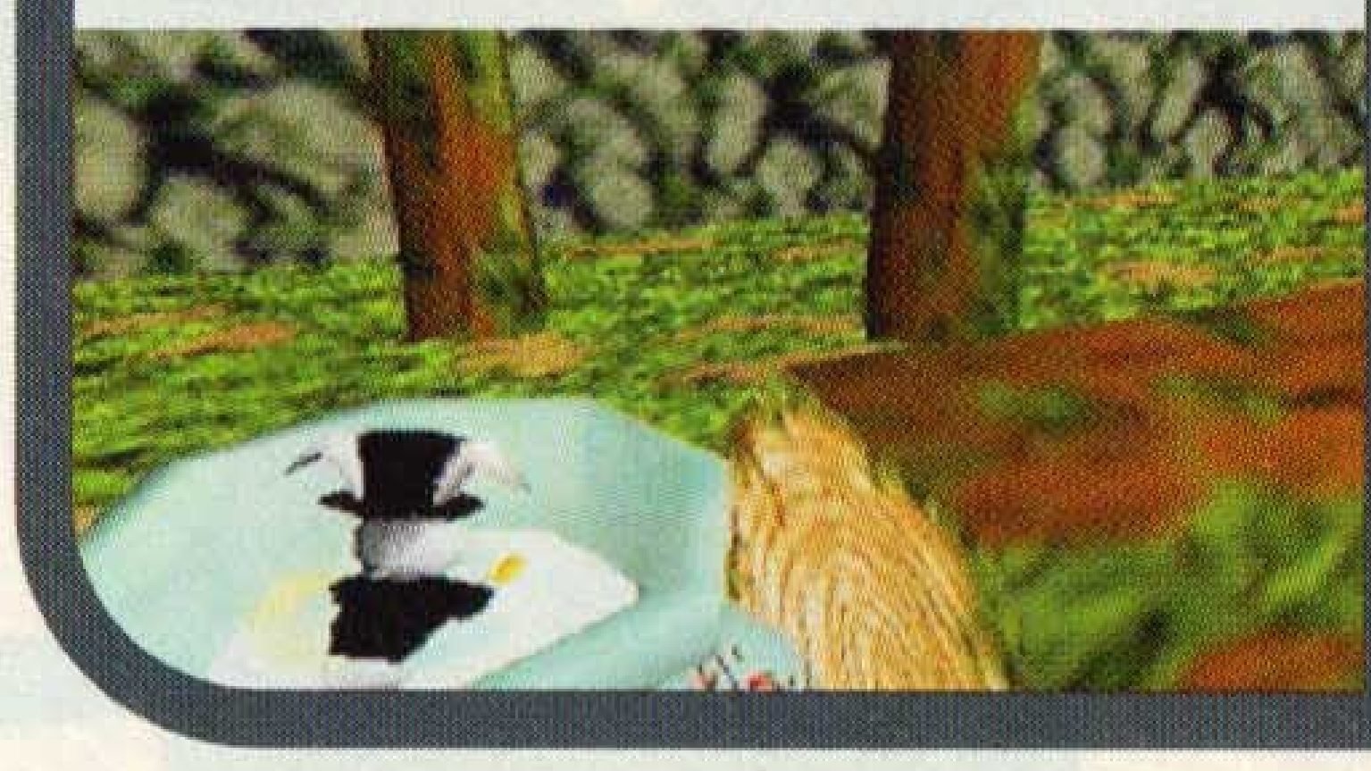


「BUSY, BUSY, BUSY.
NO TIME TO WASTE!」

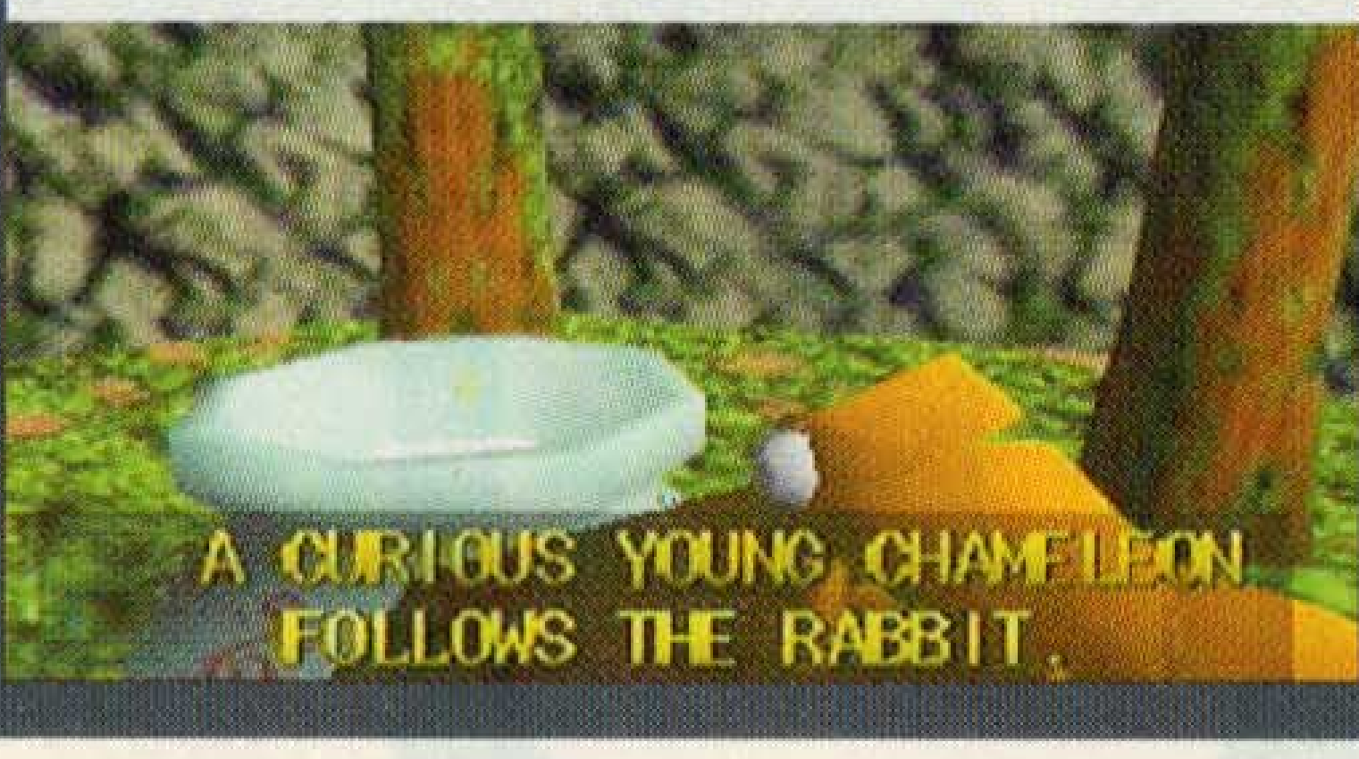
The rabbit claims to be late for something, arrives at a mysterious hole in the ground…



…and jumps down it.

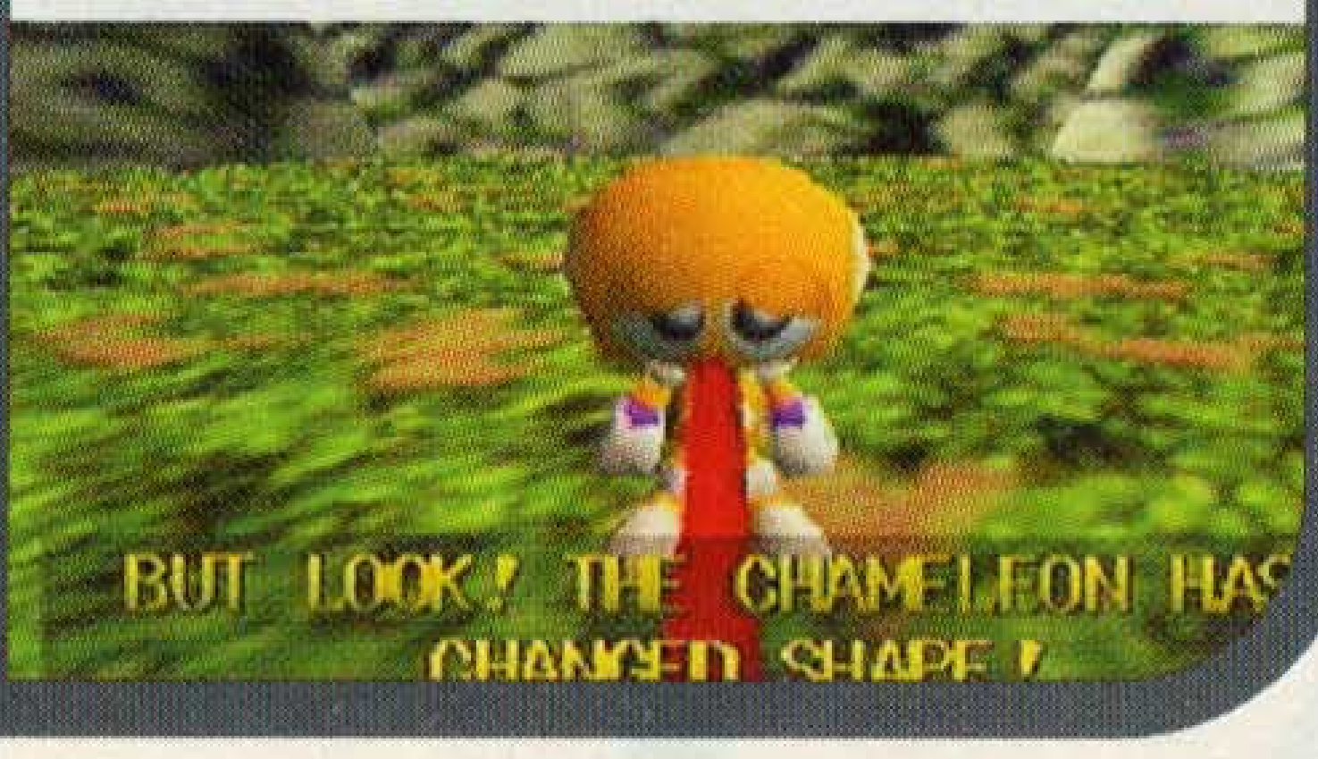


The chameleon then follows. Where do those Japanese get their ideas from, eh?



A CURIOUS YOUNG CHAMELEON
FOLLOWS THE RABBIT.

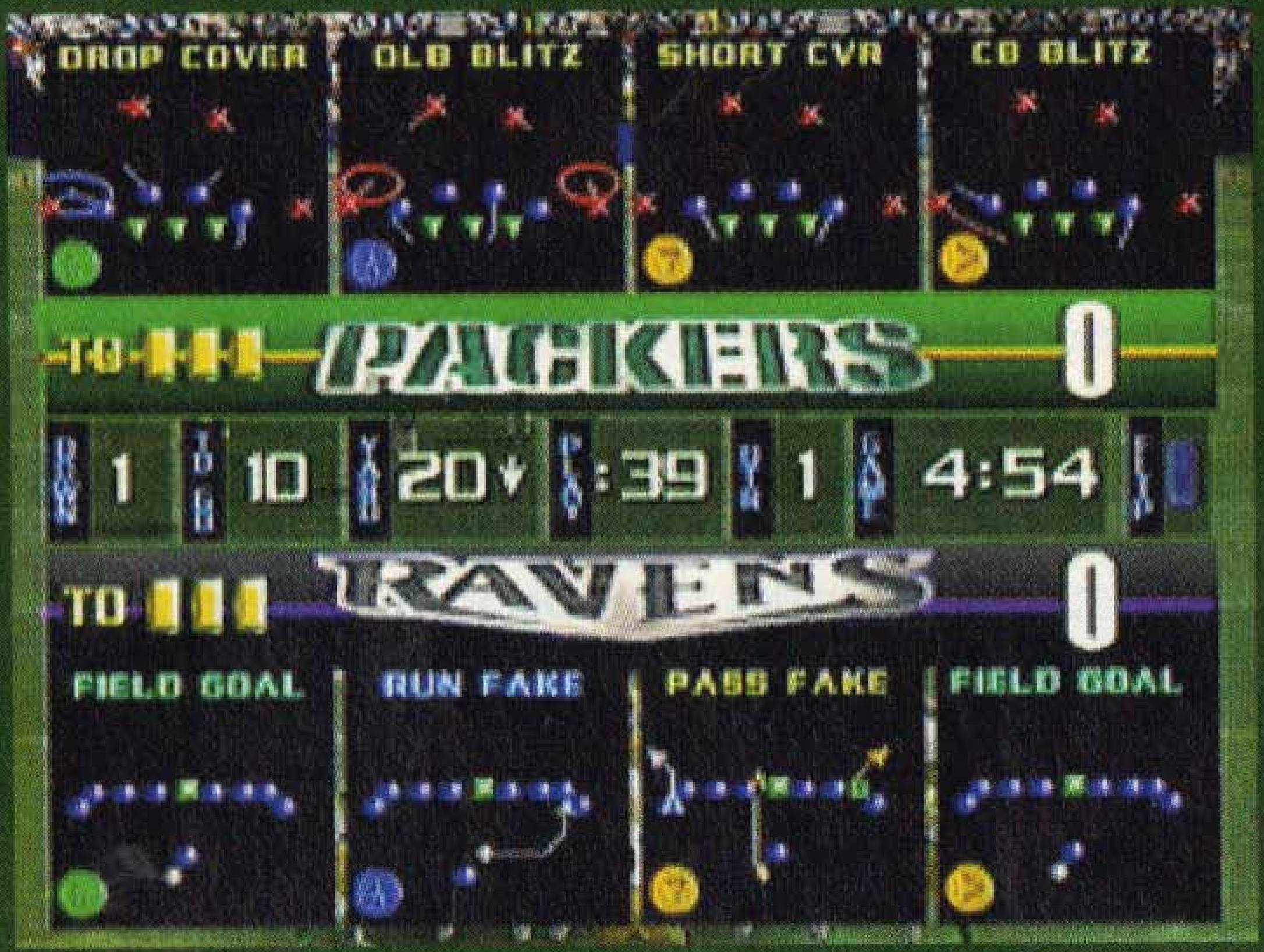
At the bottom he finds him transformed into an easier-to-animate humanoid character.



BUT LOOK! THE CHAMELEON HAS
CHANGED SHAPE!

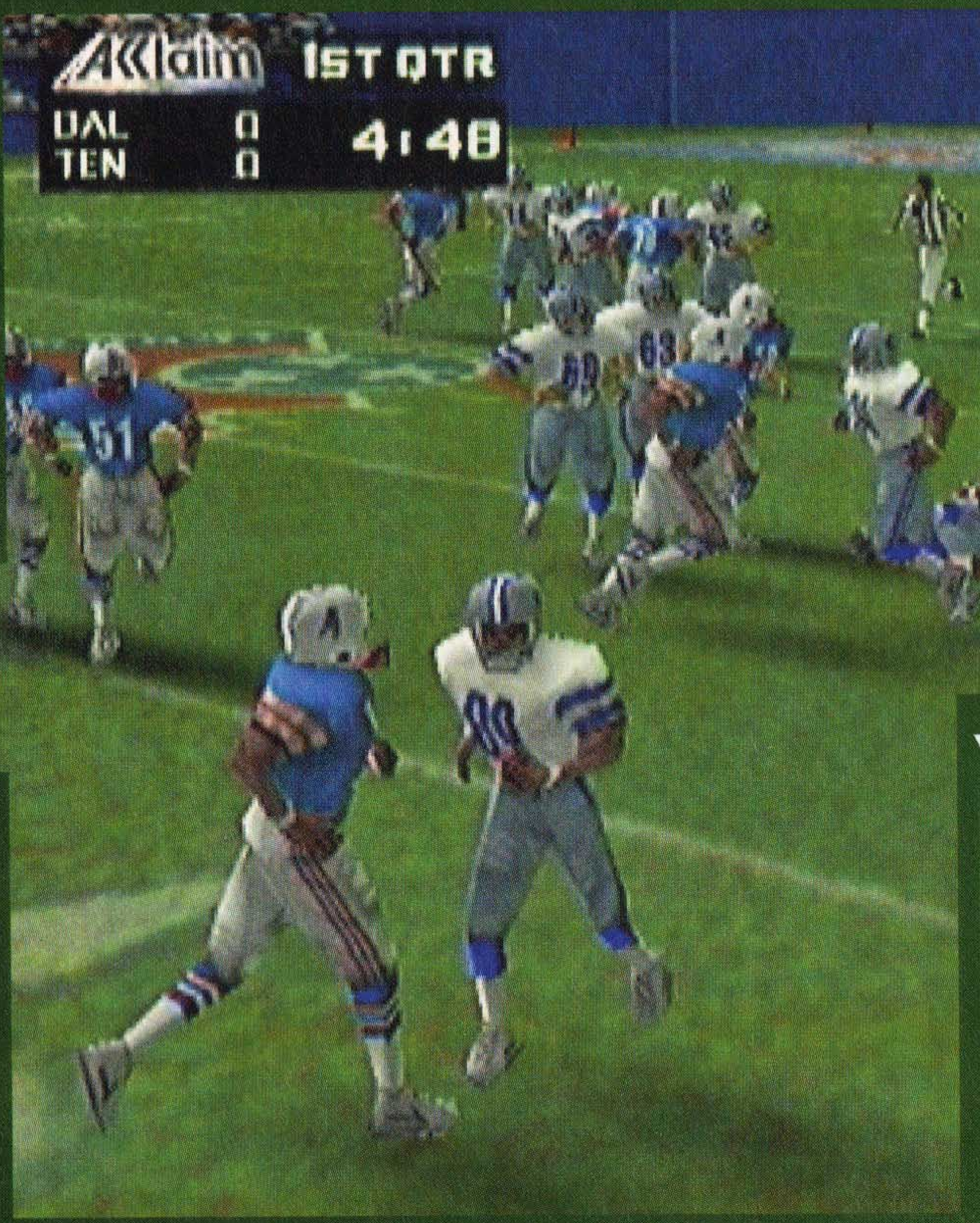
TO BE CONTINUED… We'll bring you an exhaustive review of *CT* in **N64**/10.

EXCLUSIVE! FIRST PLAYTEST OF IGUANA'S STONKING NEW AMERICAN FOOTBALL GAME!

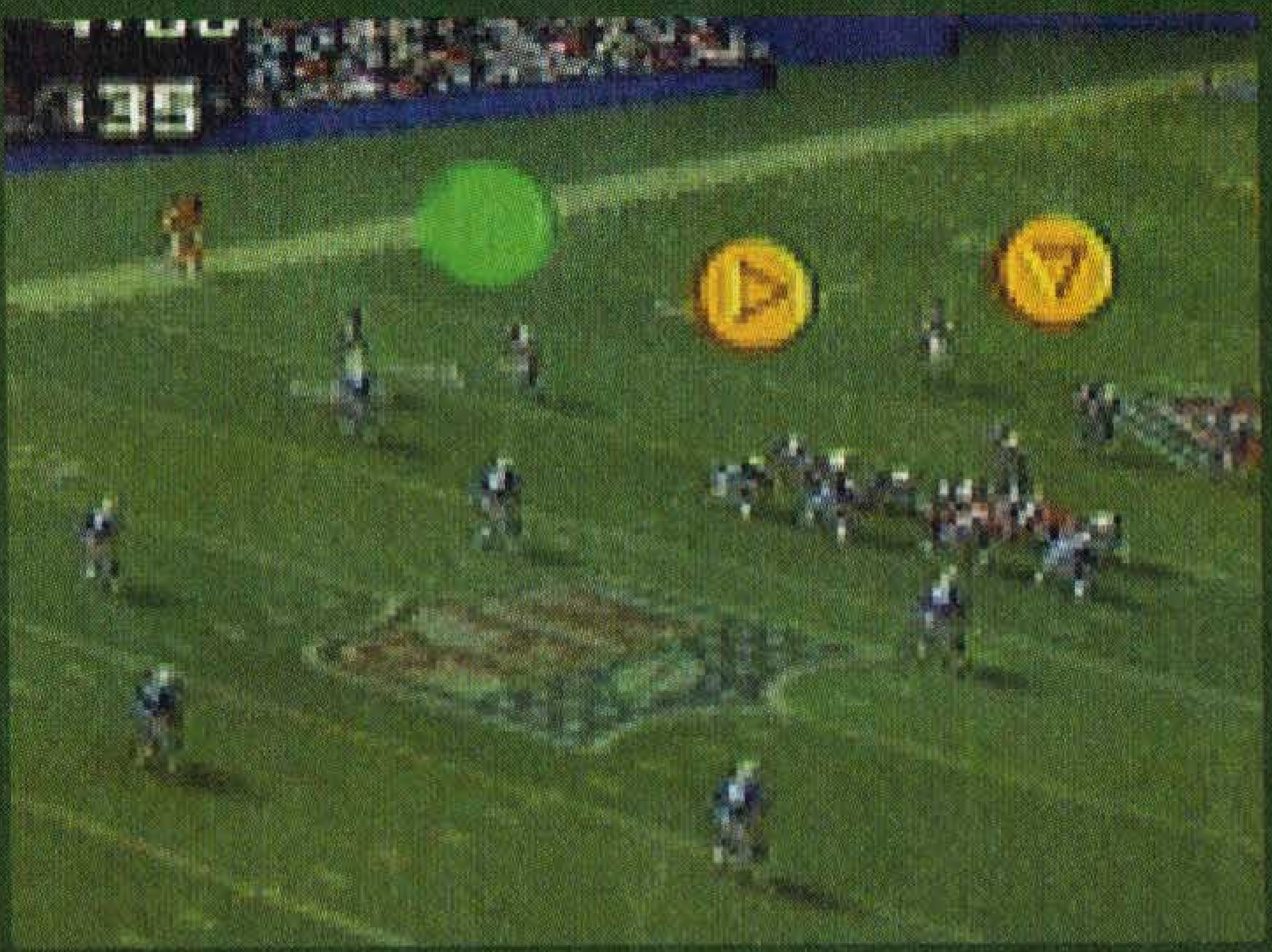


△ Coming up with fiendish plays is what American footy's all about. Now then…

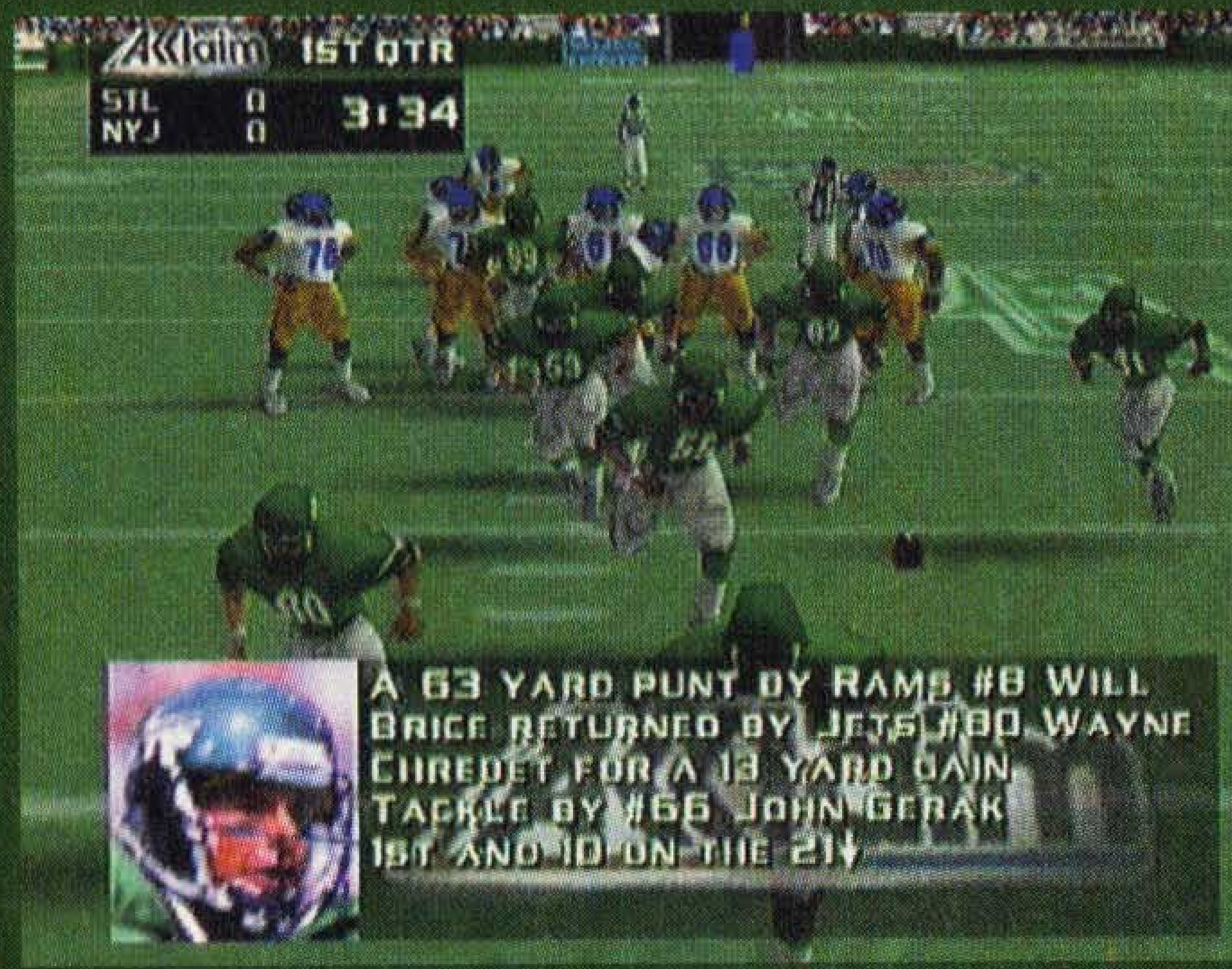
NFL's superb 3D graphics make you suspect it may be something a bit special. ▷



▽ But why does it keep stopping? And isn't it just rug– (Snip! – Ed)



△ On-screen help means you won't embarrassingly forget which button does what.



A 63 YARD PUNT BY RAMS #8 WILL BRICE RETURNED BY JETS #80 WAYNE CHREBET FOR A 13 YARD GAIN. TACKLE BY #66 JOHN GERAK 1ST AND 10 ON THE 21

△ Got all that? Good. Er, would you fancy reviewing it for us then, maybe?

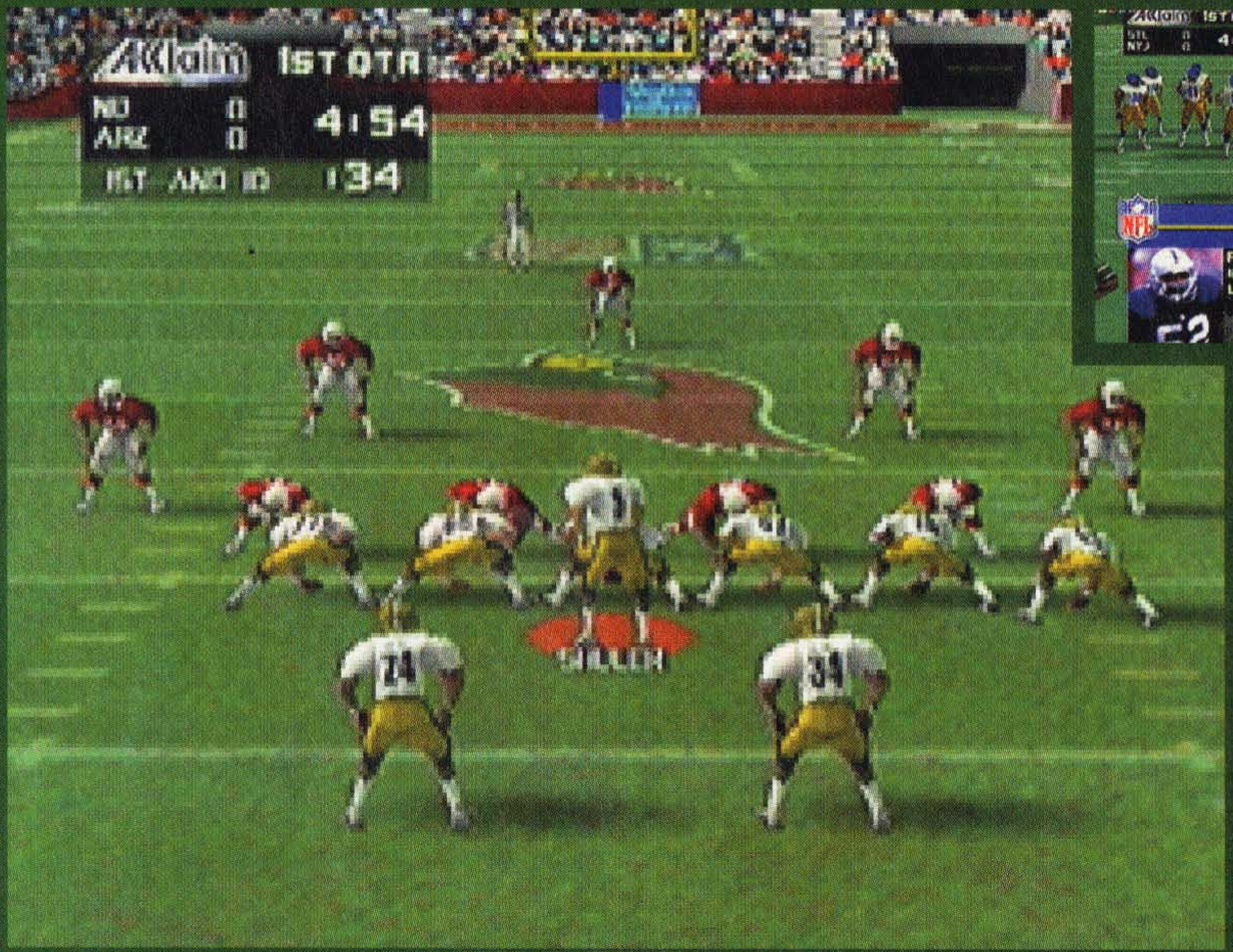
M*adden 64* – which, we might add, arrived on our doorsteps just as we were zipping off to the printers and looks very nice indeed – will, of course, seem the logical choice. EA's series has been around for so long, impressed yearly on such a consistent basis and gathered itself such a loyal following that there can be little doubt it will be the title most American football enthusiasts will look to this Christmas. But in *NFL QuarterBack Club '98*, Iguana – they of the magnificent *Turok* – have a game to easily rival *Madden 64*. And possibly a game to easily surpass it.

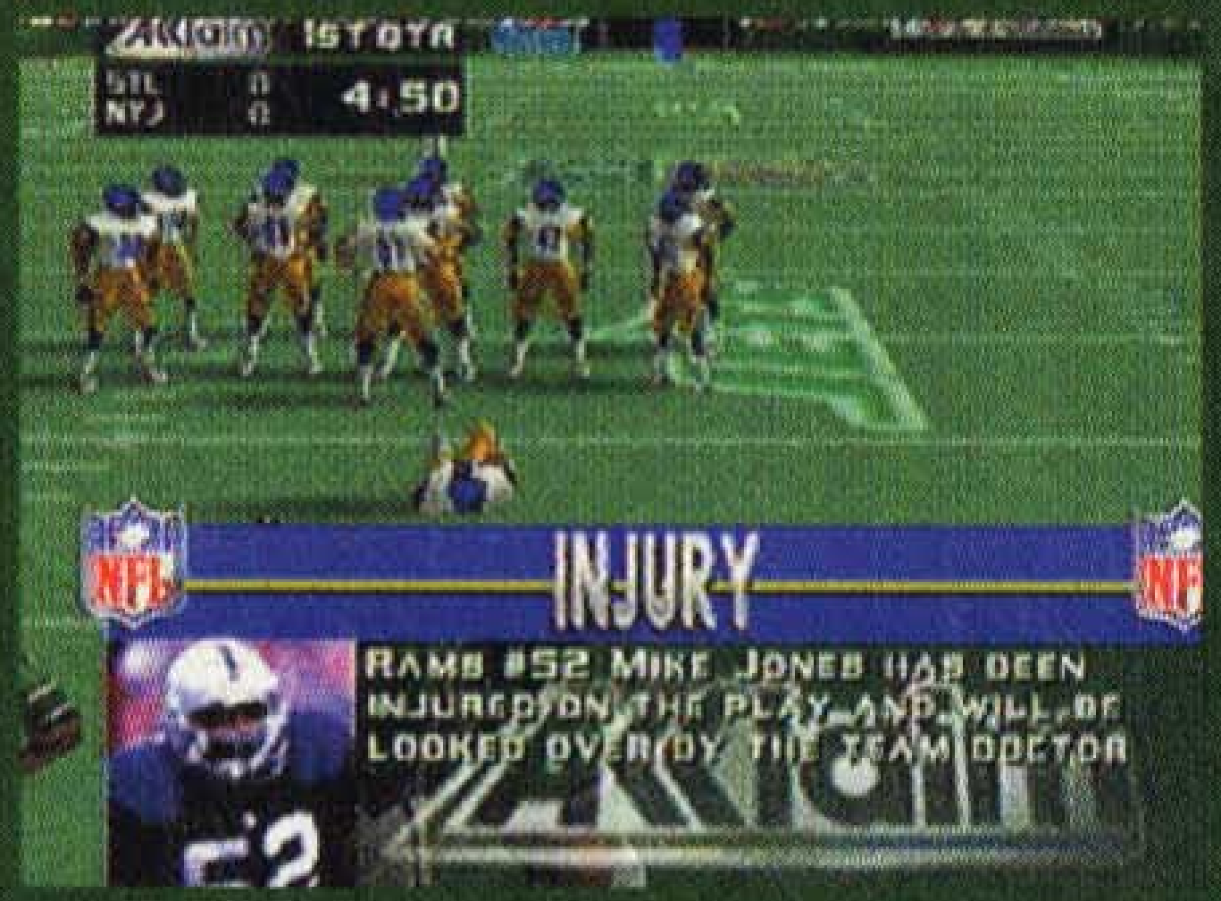
Where the *Madden* games have always impressed is in their exactness. Anyone *au fait* with American football will know that it's a game heavy in tactics, and *Madden* has always reflected this, encouraging play formations, 'buzz' words and statistics in an effort to make on-field proceedings as realistic as possible. And it's a ploy that's brought it its wallet-filling success.

QuarterBack Club, however, takes a slightly different approach. While it easily has the ability to compete with *Madden* on a technical front, it also offers a little more detail for those uninitiated in the way of the 'first and down' and 'nine-yard gain'. Every time, for example, your quarterback receives the ball from the line-out – or 'snap', according to those in the know – by pressing the right shoulder pad, you can see on-screen which button sends the ball to which player.

Similarly, there's also an extensive controls option where each action and its purpose is detailed, and, more attractively, a help button that can be pressed at any time during play and your attacking or defensive possibilities explained. Plainly, the benefit of this is massive, especially to those unfamiliar with the stop-start nature of the game. *Madden*, for all its life-like qualities, often left you wandering around aimlessly, searching furiously for the throw button. And then finding yourself getting tackled.

NFL QUAR
CLUB '98



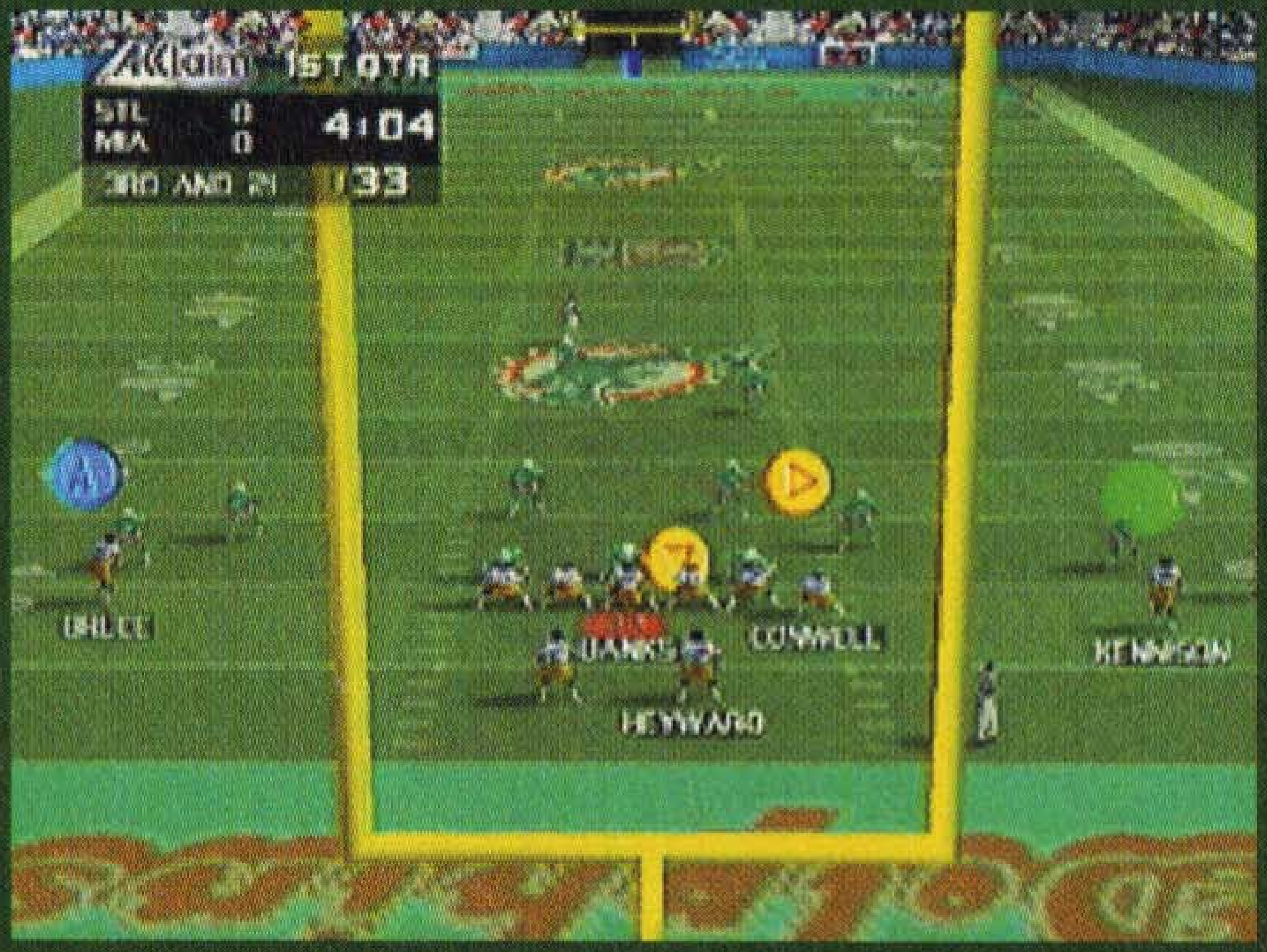


RAMS #52 MIKE JONES HAS BEEN INJURED ON THE PLAY AND WILL BE LOOKED OVER BY THE TEAM DOCTOR

△ *Tsk. And with all that padding on. Still, it'd be a brave team doctor who'd argue with him.*

◁ *Tune in next month for a bruising head-to-head between this and Madden.*

◁ *The amazing thing is that as well as being intricately detailed and not even slightly fuzzy, they move ultra-smoothly.*



The giant buttons are the help system. ▷

The matches themselves all boast the vocal prowess of Marv Albert – who's been yapping away behind the NFL's best matches for years (and the quality of the commentary is fantastic considering it's packed into a sandwich-sized cart) – as well as an option to replay the finest matches in the league's annals. Simply nip along to the 'history' facility in the menu and you can choose from a list of America's greatest matches. (To Americans, this is like us going back and making sure we beat the Germans.)

Another notable feature are the visuals. *QuarterBack Club* is not only unbelievably detailed, with gorgeous, clean-cut motion-captured players, but also beautifully high-res. There's none of the pixel-hiding fuzz that most N64 games use to give them their smooth appearance, positively wiping the floor with *Madden 64* in this department.

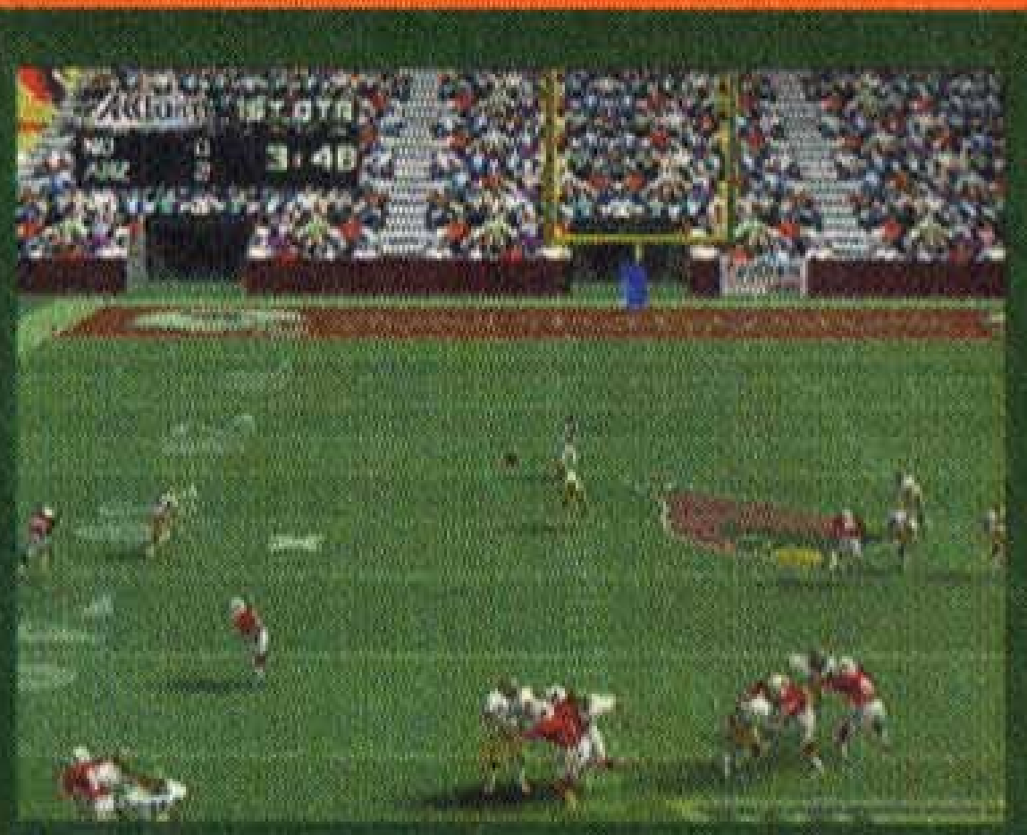
And as if all that wasn't enough, you can also create your own team from scratch. Not only can you rename players, hand them different attributes and place them into whatever position (on the field) you see fit, but you can build up the actual team itself, choosing a name for it, finding a location and even choosing its stadium.

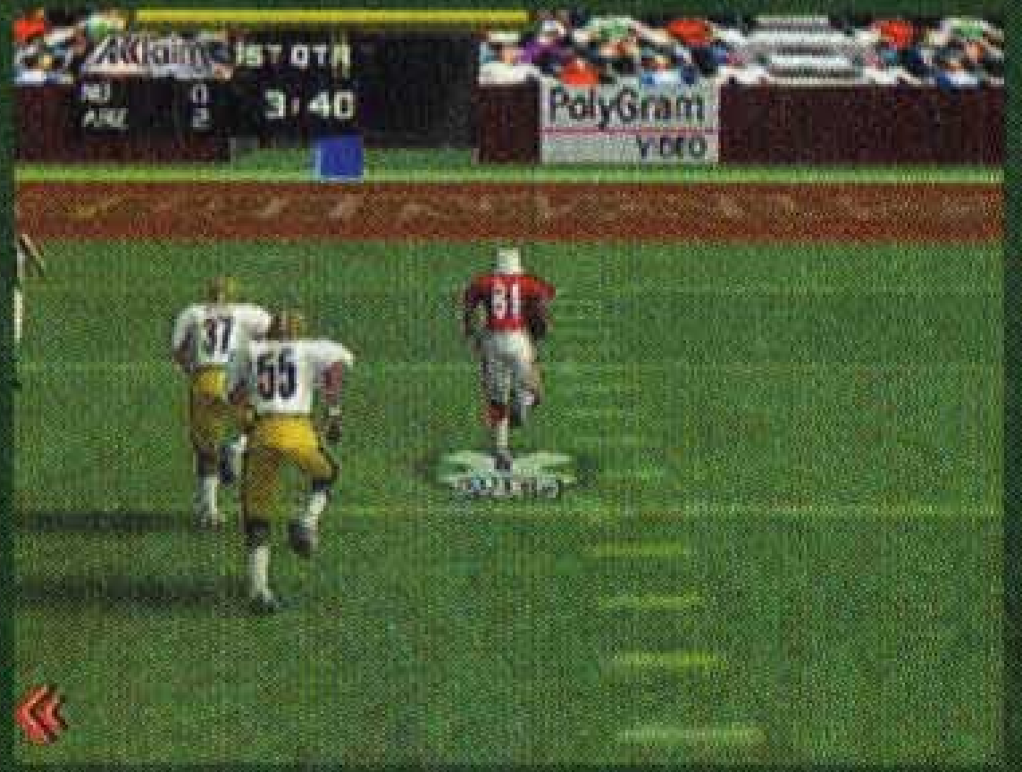
American football, however much we try, isn't going to have us worked up into an *ISS64*-style frenzy of excitement. But, for those who buy the *Madden* games year after year after year, it could well to be time to think about changing allegiance. We'll track down someone who understands all this sort of thing properly, someone who really appreciates the finer aspects of American football, and get them to give both games a good going over in our Christmas issue. Ⓝ

SHOT!

Technically, of course, this isn't a shot at all. But it *is* a touchdown and they're what American football is all about. So, here for your perusal, is how it's done...

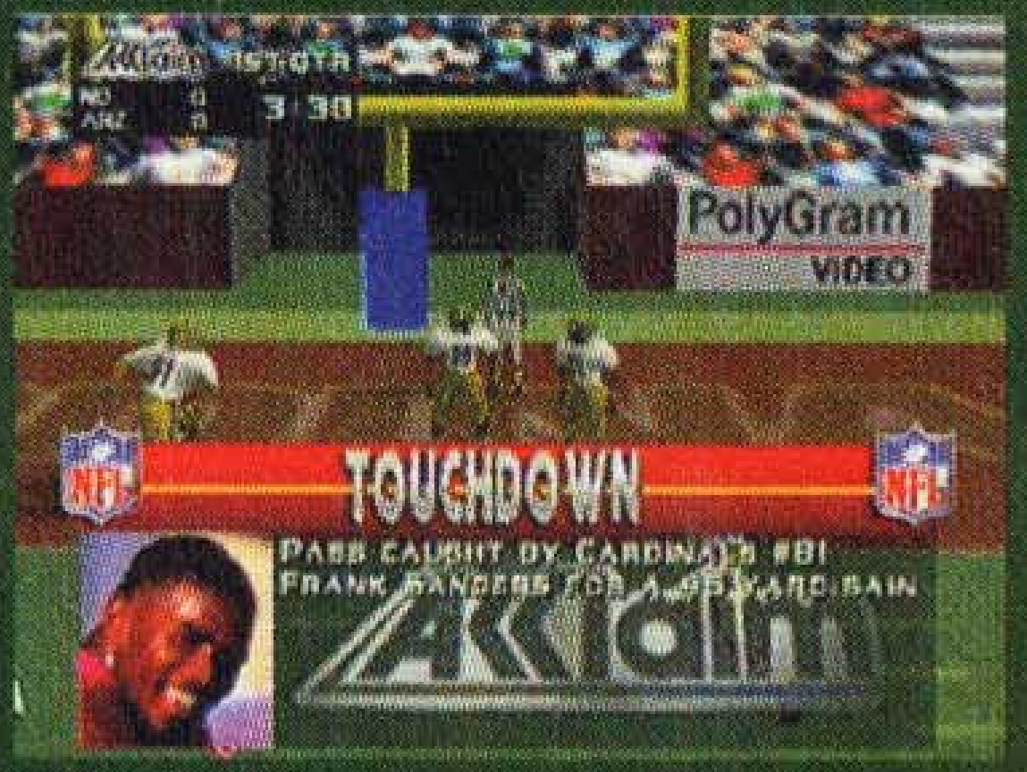
▷ *The quarterback receives the ball from the snap. And hurls it forward...*



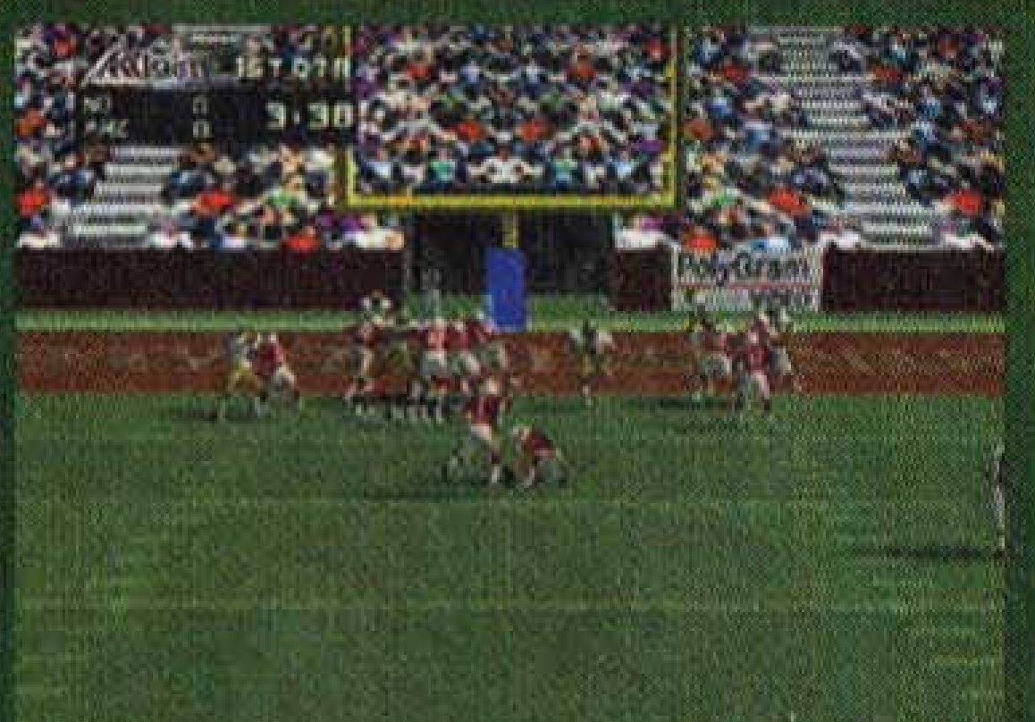


◁ *The receiver, erm, receives the ball and pelts it towards the coloured area.*

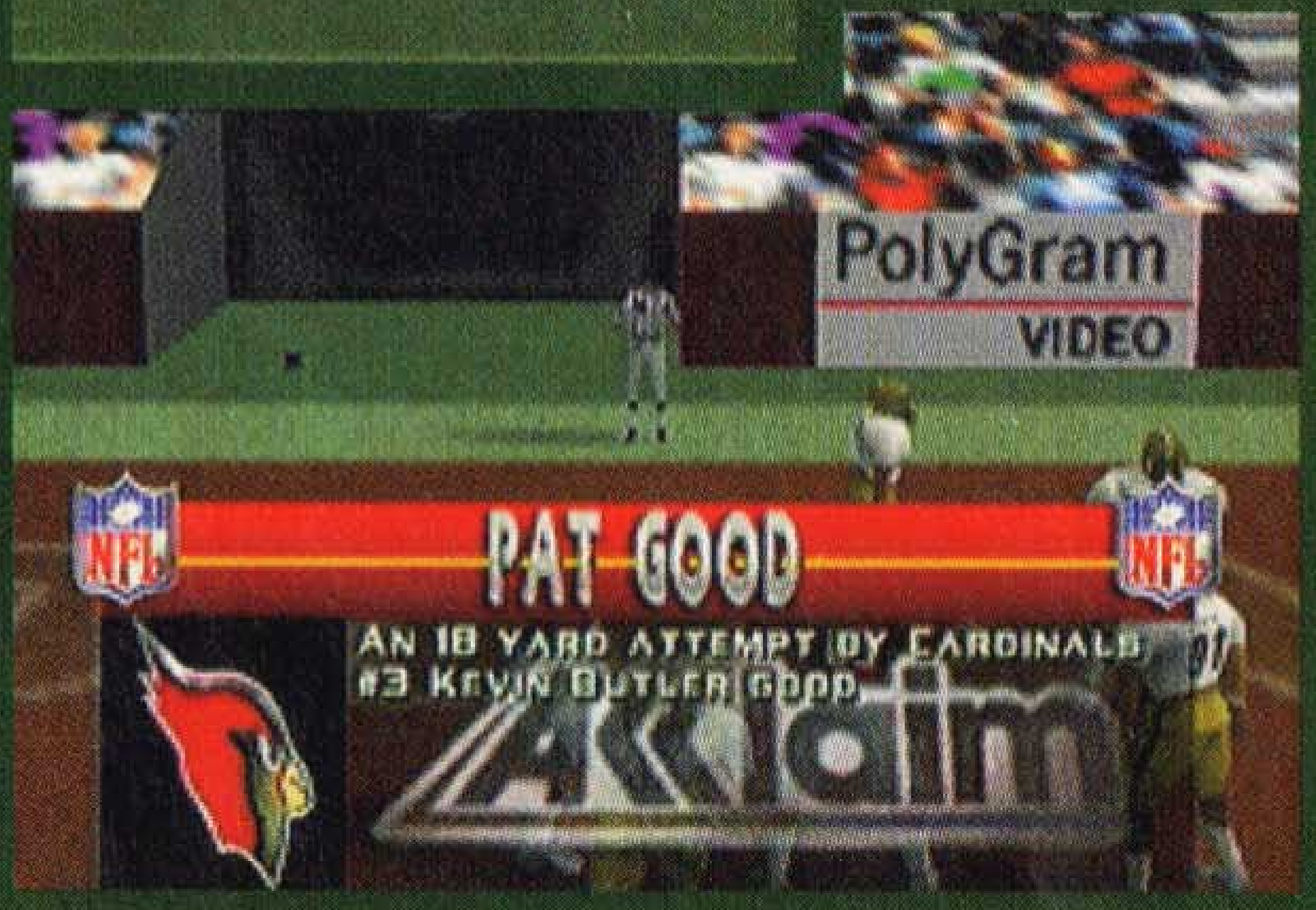
▷ *And here it is. It's no wonder he's smiling. Though, he's probably a tad knackered.*



PASS CAUGHT BY CARDINALS #81 FRANK SANDERS FOR A



◁ *As in rugby, you then have to convert the ball for extra points.*



AN 18 YARD ATTEMPT BY CARDINALS #3 KEVIN BUTLER GOOD

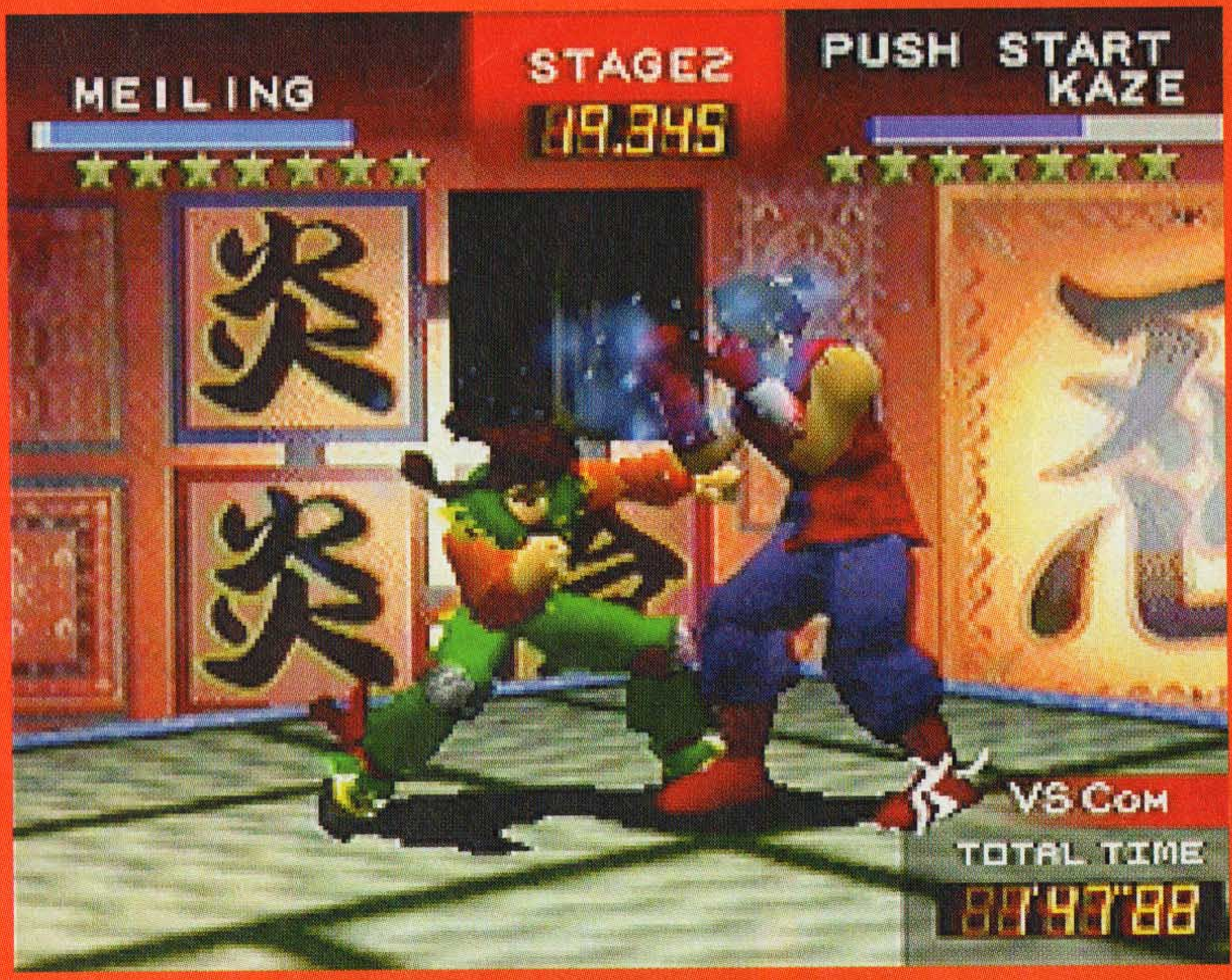
△ *An 18 yard attempt is the result, then. That, we presume, is fairly good. Which is nice, especially as the bloke himself is fittingly named Good.*

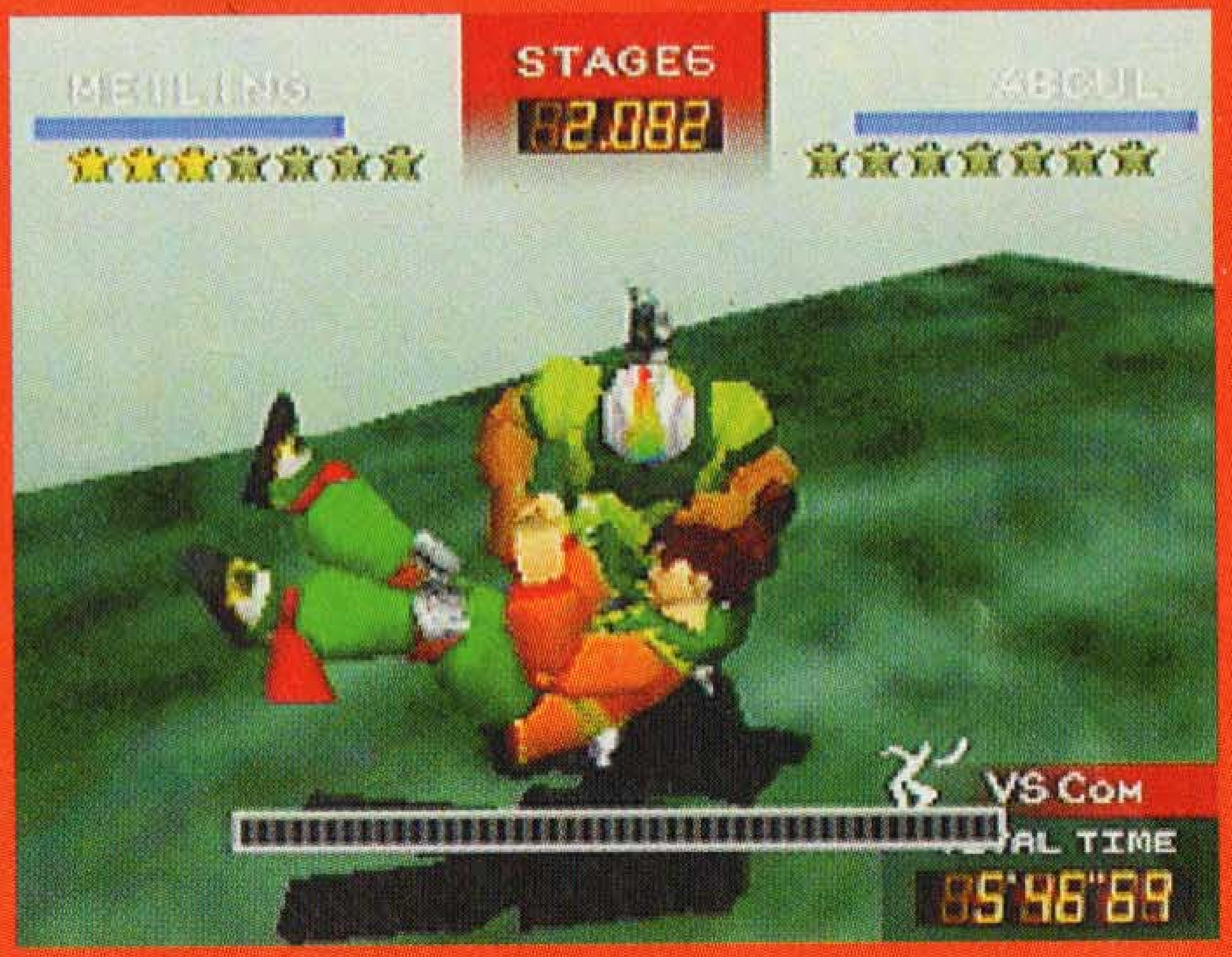
TERBACK

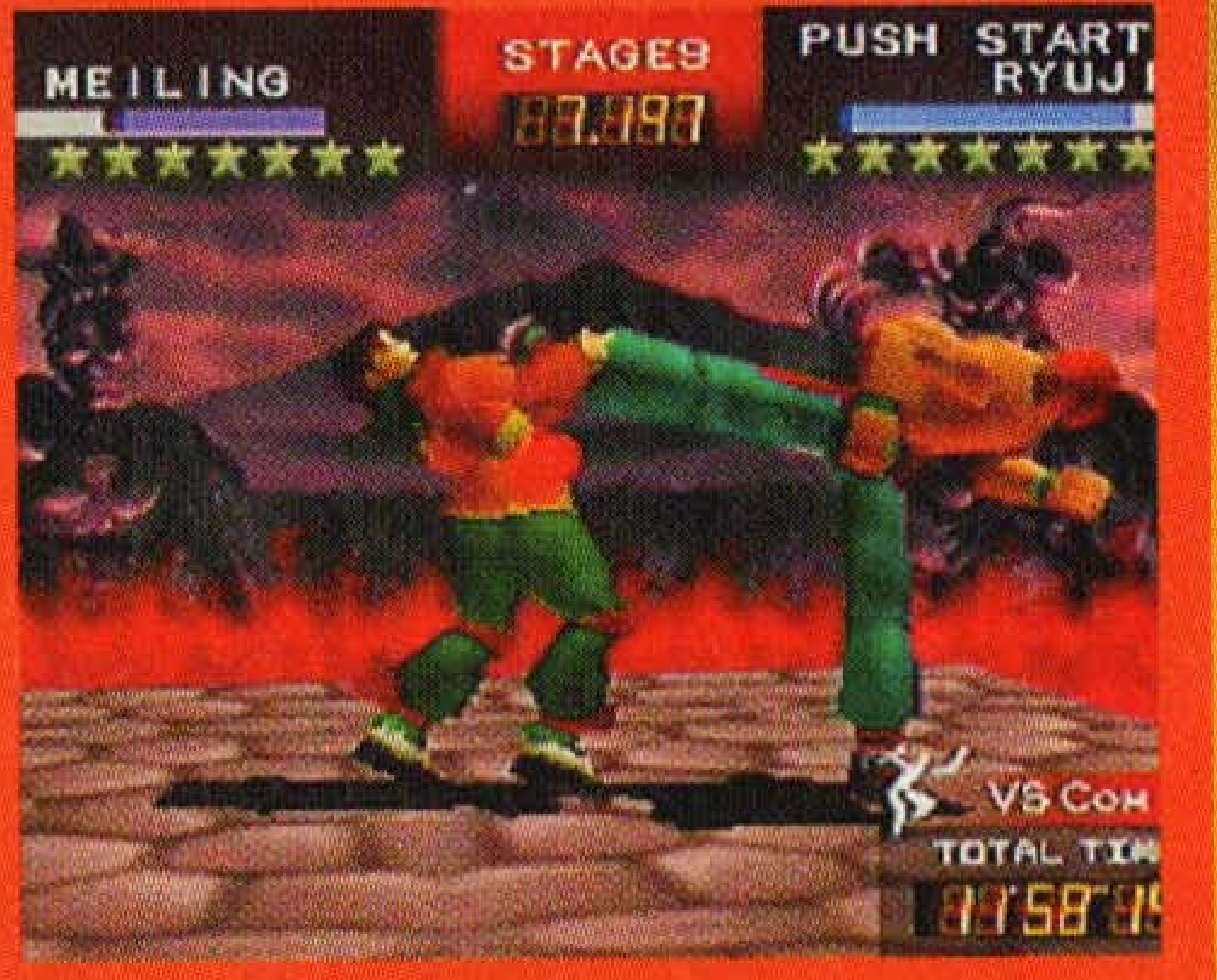
NFL QuarterBack Club '98
ACCLAIM
November 1-4
UK: November

TO BE CONTINUED... Next month *Madden 64* and *Quarterback* go head to-head

IMAGINEER'S FIGHTER IS ALMOST FINISHED – AND OUT HERE SOON!


MEILING
STAGE2
19.345
PUSH START KAZE
VS Com
TOTAL TIME
00'47"88


MEILING
STAGE6
VS Com


MEILING
STAGE9
PUSH START RYUJI
VS Com

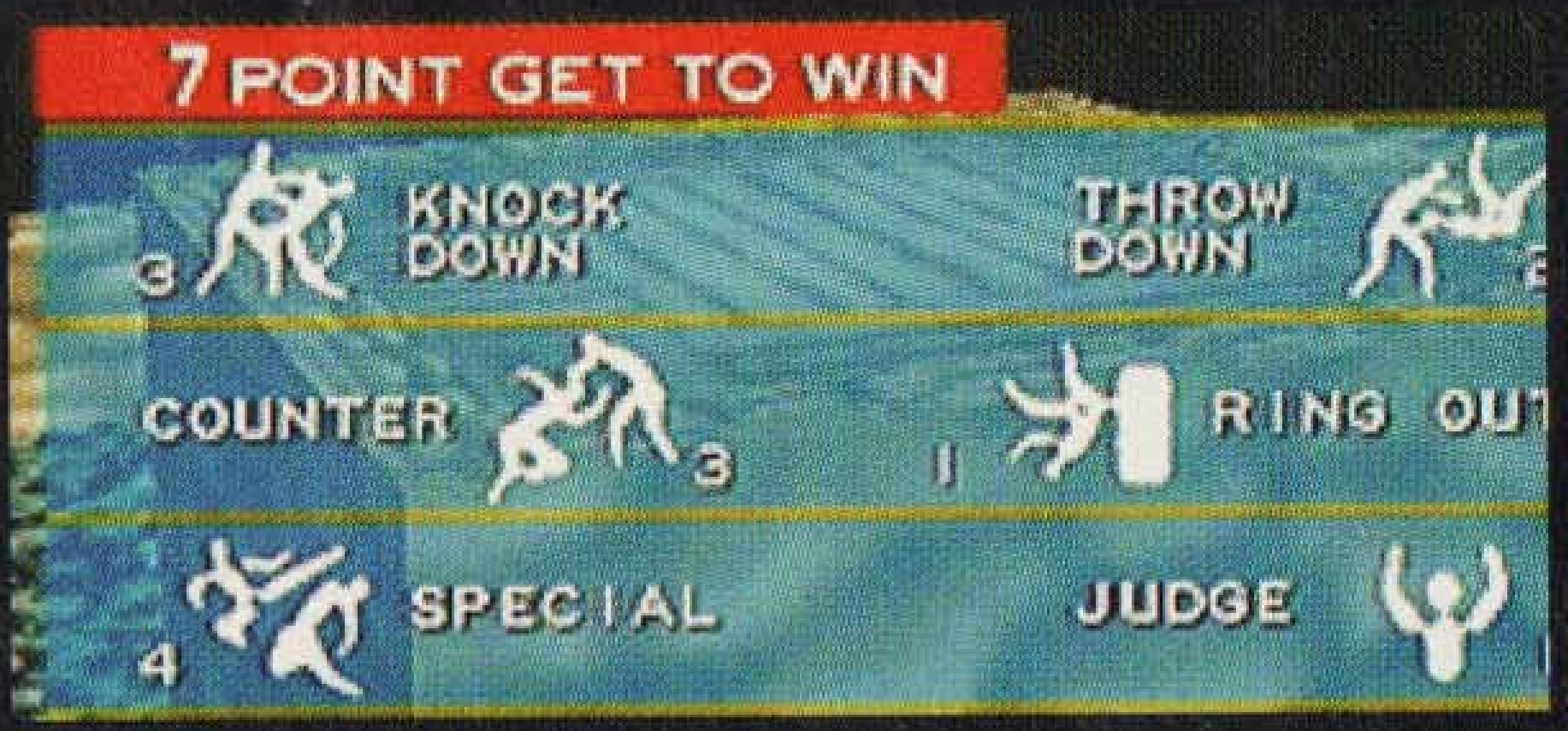
△ *Legs connect solidly with chins, ears and so on. It's really very well done.*

MEILING
STAGE2
PUSH START KAZE
VS Com

Fighter's Destiny
OCEAN/IMAGINEER/GENKI
November 1/2
UK release December

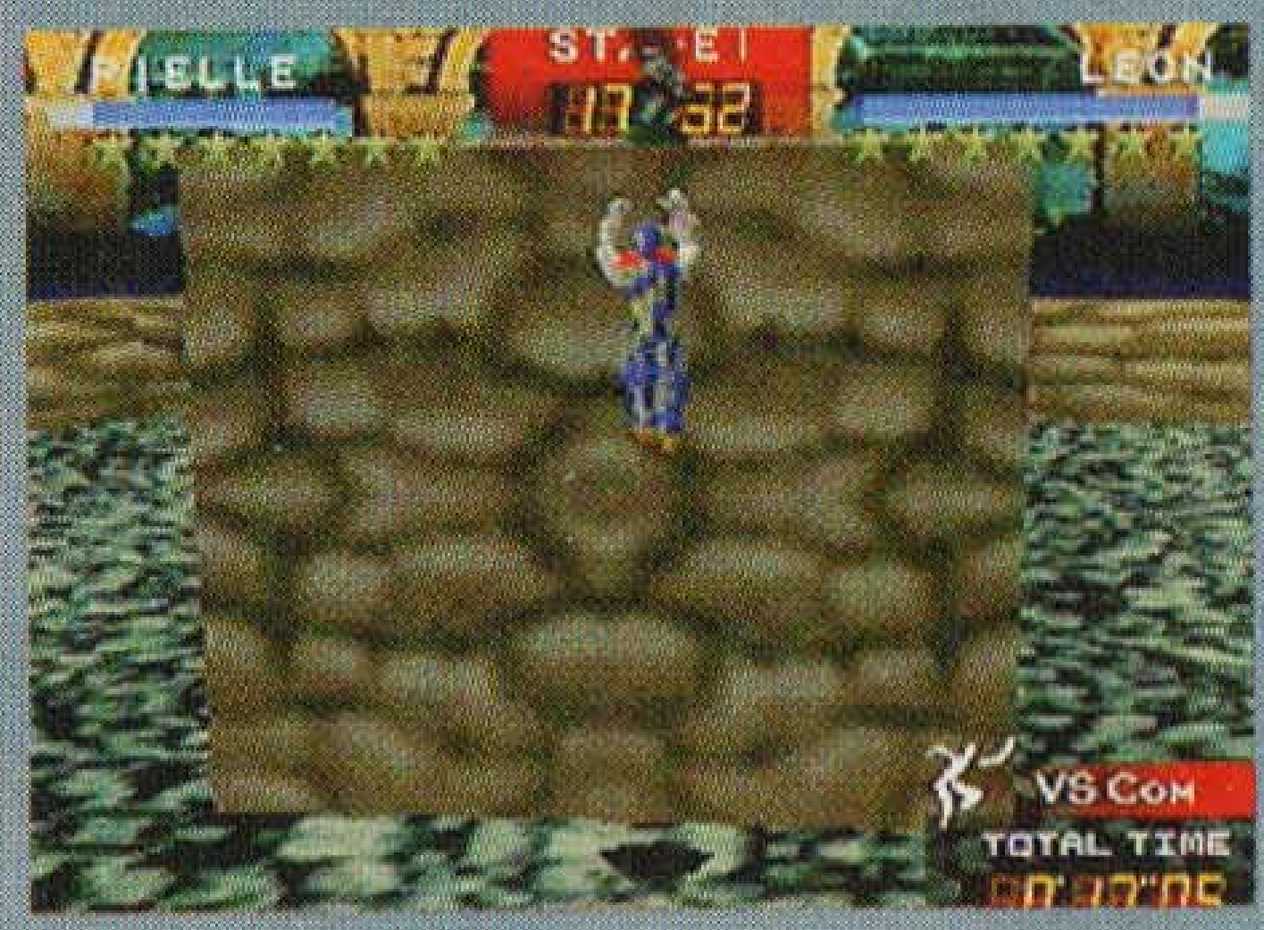
FIGHTER'S DESTINY

contenders ready...

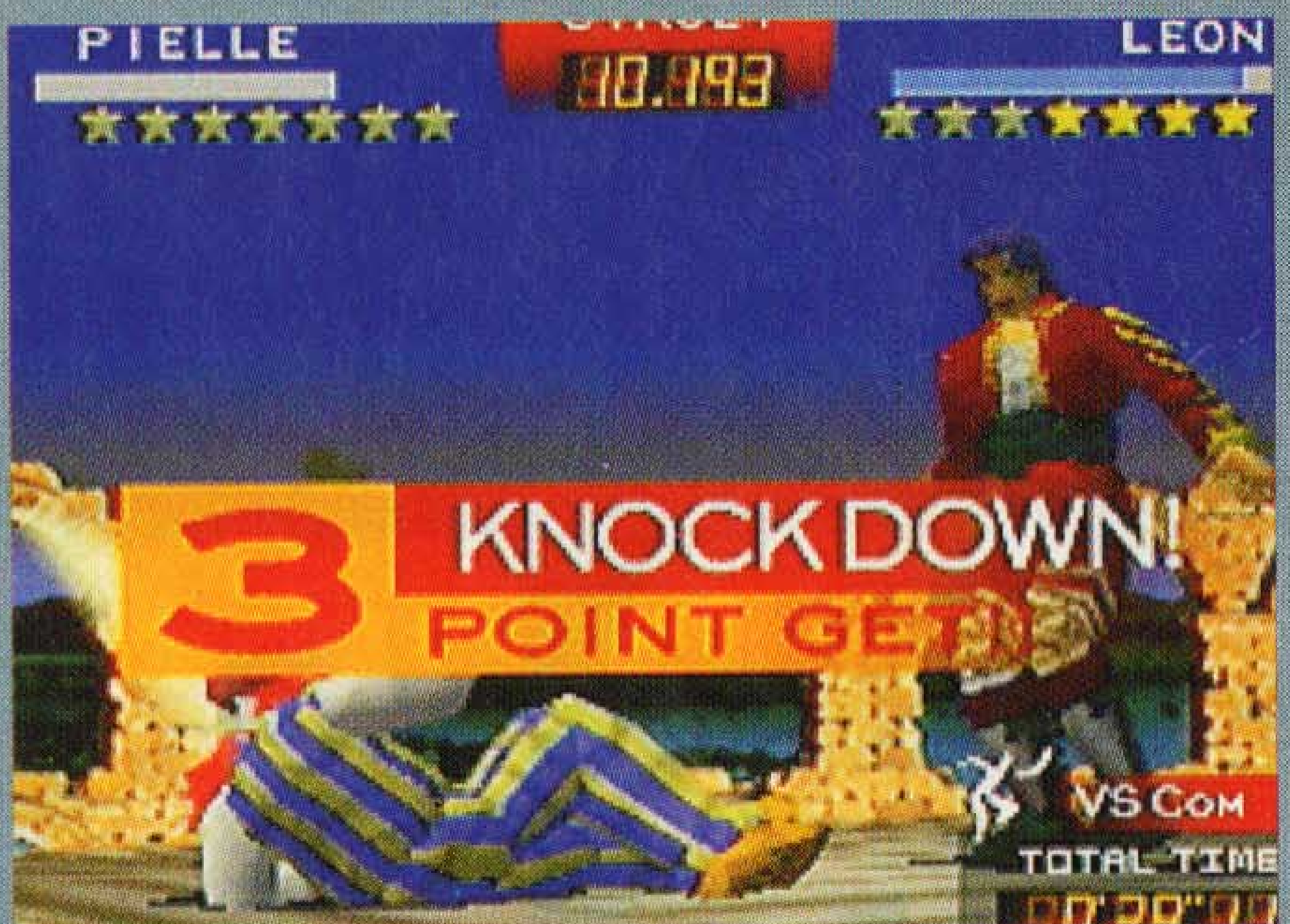

7 POINT GET TO WIN
KNOCK DOWN 3
THROW DOWN 2
COUNTER 3
RING OUT 1
SPECIAL 4
JUDGE

POINTS WIN PRIZES

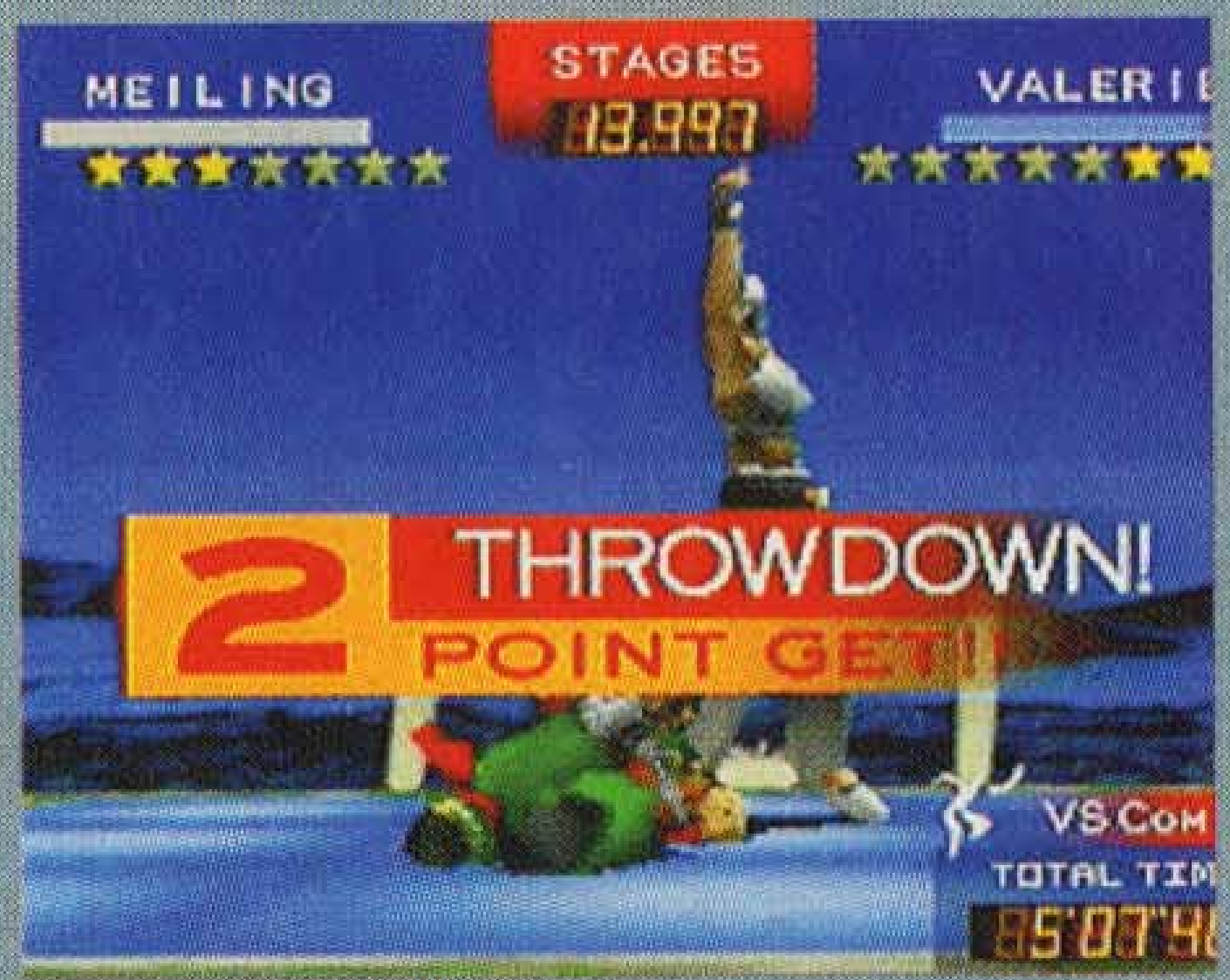
Genki have had a good, hard think about how they could make their beat-'em-up different from everyone else's, and have come up with a system of points. Rather than the usual best-of-three, first-to-sap-all-the-other's-energy-wins rules, it's the first to get seven points who wins. You both still have energy bars, but they recharge if you stay out of harm's way for a few seconds, or if someone wins a point. And they're wiped out instantly by a projectile move, making it vital to master the defensive controls.



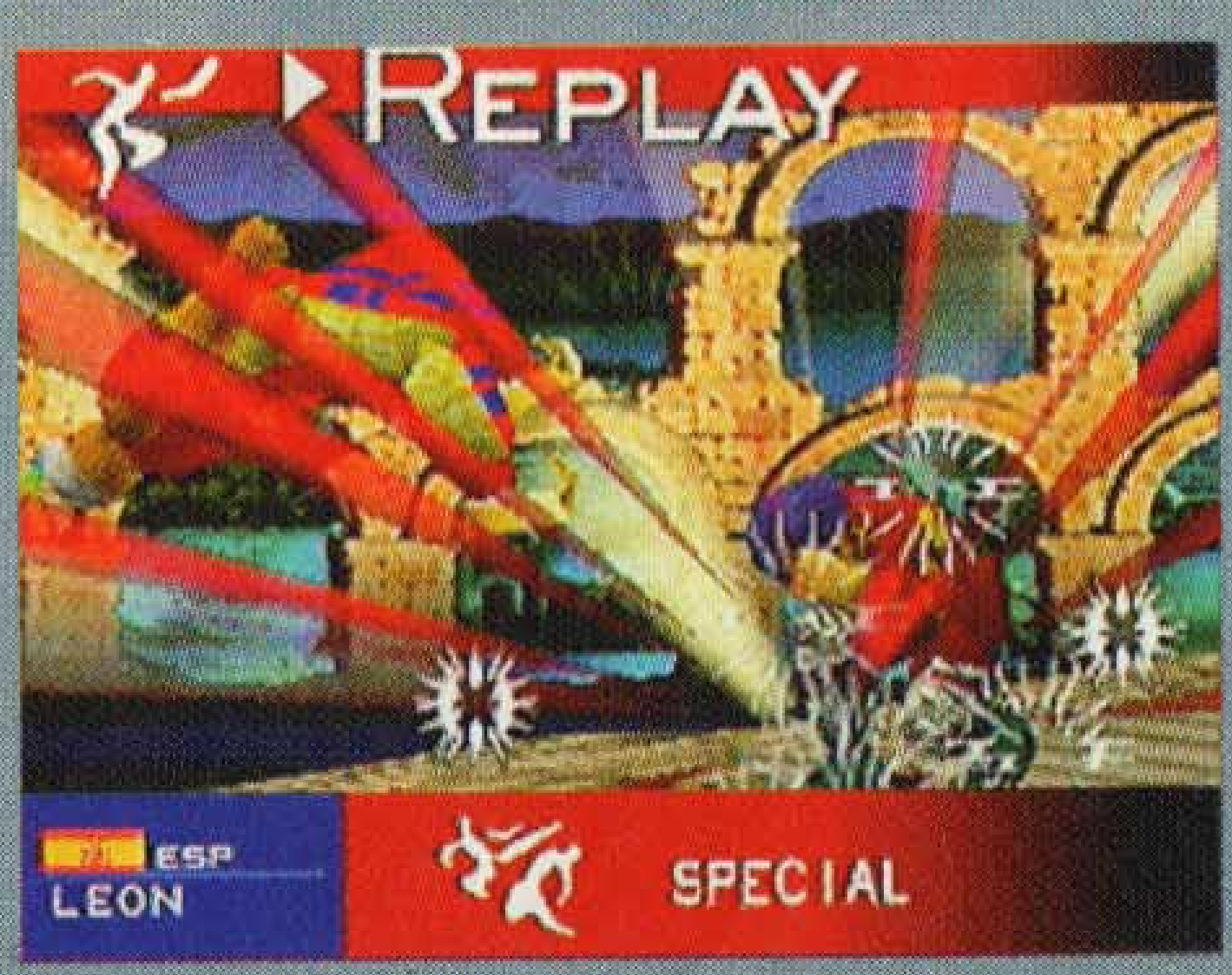
△ *There's one point for knocking your opponent out of the ring. It's a long way down, too.*


PIELLE
LEON
3 KNOCK DOWN!
POINT GET!
VS Com
TOTAL TIME

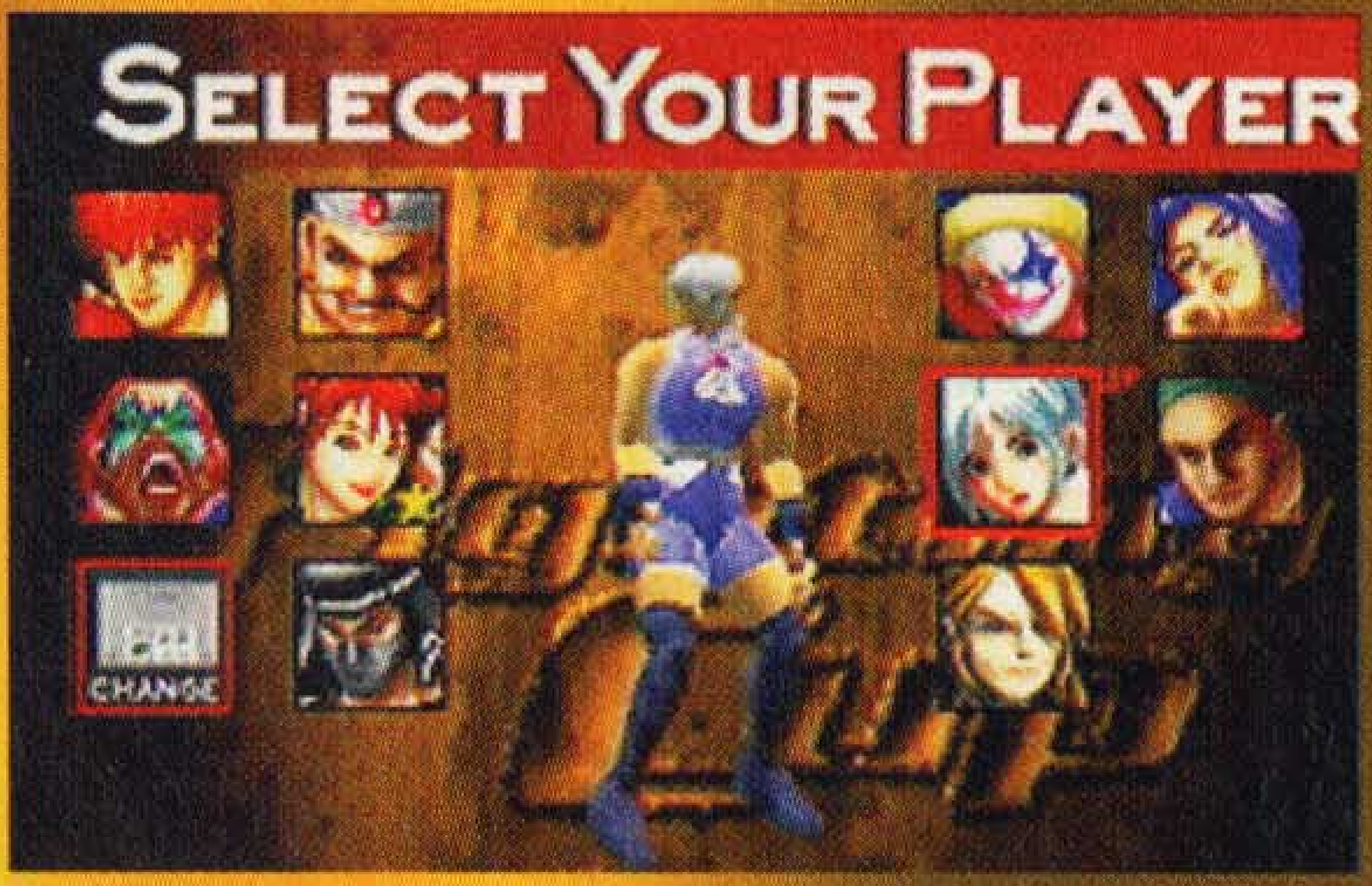
◁ *Or you can simply pummel your enemy till he's lost all his energy. He'll then go purple and start wobbling unsteadily, whereupon you can either punch him to the ground for three points...*


MEILING
STAGE5
VALERIE
2 THROWDOWN!
POINT GET!
VS Com

◁ *There're two points for grabbing your opponent (by pressing A and B, with a D-pad direction for added finesse) and throwing him to the ground.*


REPLAY
LEON
SPECIAL

◁ *...or for a whopping four points deliver your 'special', which works a bit like a Mortal Kombat Fatality.*



MEET THE FAMILY

As far as we can make out there are ten characters in *Fighter's Destiny*, and they're all accessible straight away for two-player bouts.

RYUJI
Origin: Japan
Skills: All-rounder
Details: Almost Ryu by both name and nature.

TOMAHAWK
Origin: USA
Skills: Power
Details: No relation to *Super Street Fighter II*'s T. Hawk. (Honest.)

ABDUL
Origin: Mongolia
Skills: All-rounder
Details: The slow, powerful one, it would appear.

MEILING
Origin: China
Skills: Quick
Details: Always wins at the moment thanks to her easy-to-pull-off fireball.

KAZE
Origin: Japan
Skills: Technical
Details: We're not quite sure what 'technical' means.

PIERRE
Origin: France
Skills: Tricky
Details: A clown, basically. Does a spinning move.

VALERIE
Origin: Germany
Skills: Aerial
Details: Doesn't always win, surprisingly.

LEON
Origin: Spain
Skills: All-rounder
Details: Er…

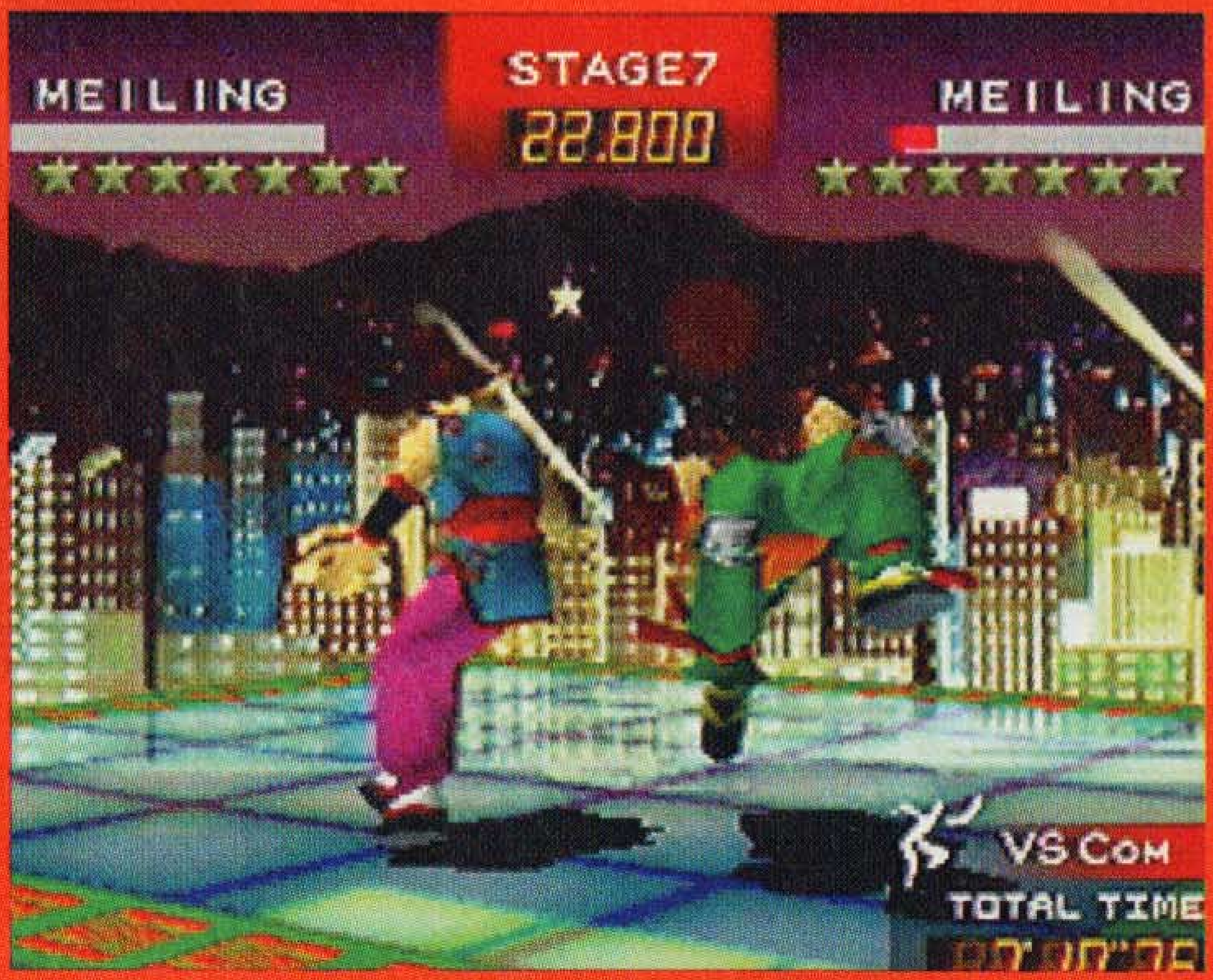
BOB
Origin: Brazil
Skills: Power
Details: He is 34 years old.

EYVOKAN
Origin: Switzerland
Skills: Mystery
Details: The final boss, sort of, fighting in his penthouse apartment.

PIELLE
STAGE1
PUSH START LEON
VS Com
TOTAL TIME

That's a throw. We should be on for a couple of points here. Yes indeed.

MEILING
STAGE10
1.693
PUSH START EYVOKAN
VS Com
TOTAL TIME



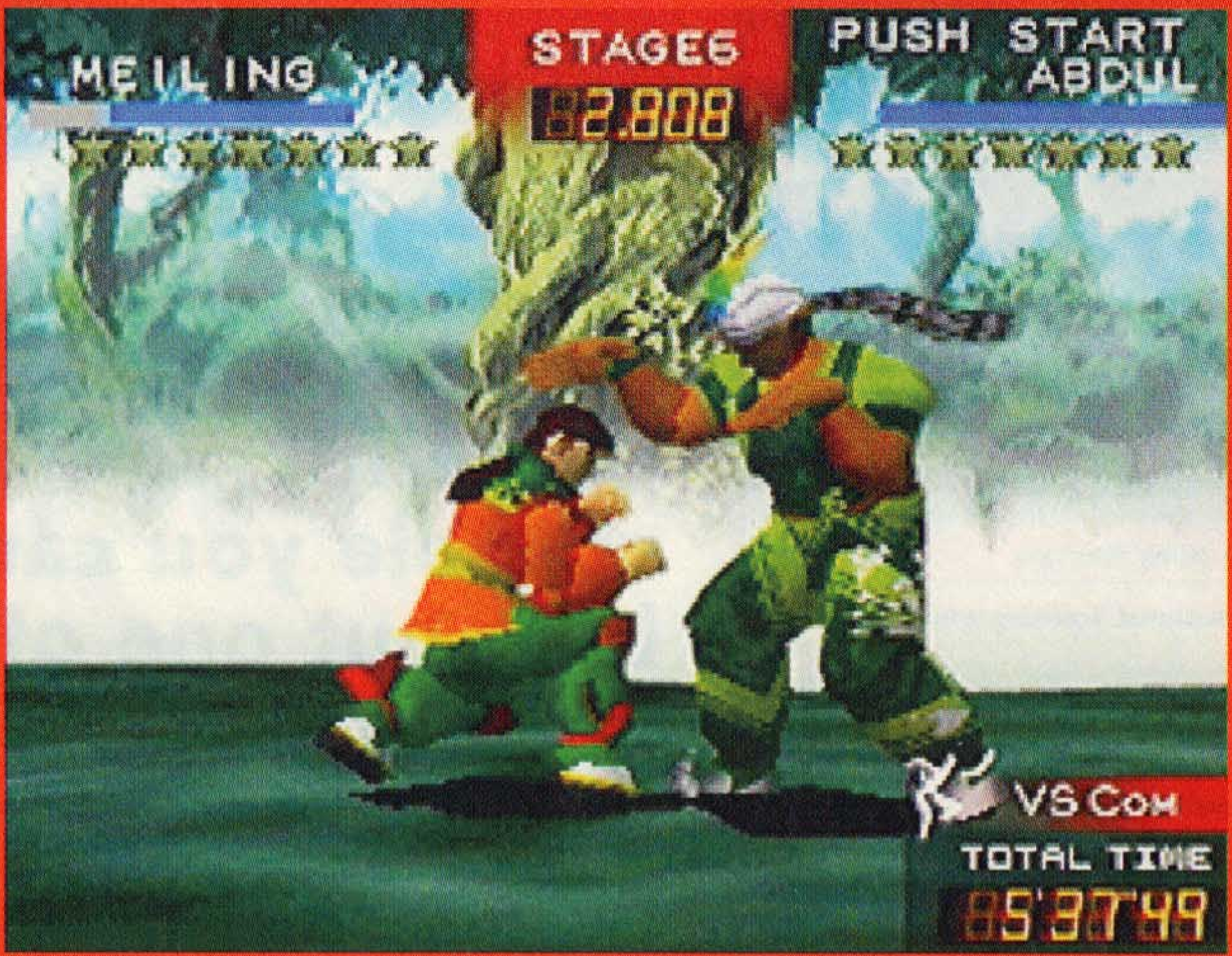
The backgrounds are kept simple. All the work's gone into the way the fighters move.

Abdul seems to be the inevitable big, slow one.

MEILING
STAGE9
PIELLE
2 THROWDOWN
POINT GET!!
VS Com

They may well change the phrasing here.

MEILING
STAGE5
PUSH START VALERIE
VS Com
TOTAL TIME



MEILING
5.780
BOB
VS Com
TOTAL TIME

WINNER!!
CHN
MEILING
LOSER

The loser appears in a little animated box in the corner, which is a nice touch.

Of all the N64's beat-'em-ups were to gather on a Tibetan mountain for a contest to see which one was best, the resulting brawl would attract about as much interest as the qualifying heats of this year's Clwyd Under 12s Wrestling finals. The sad fact is, a year and a half after the N64's Japanese launch, *Mace* (reviewed later this issue) is as good as it gets beat-'em-up-wise. But if any game can address this sorry state of affairs it's Imagineer's *Fighter's Destiny*, which Ocean will be publishing in the UK just as soon as it's finished.

Devoted readers will remember us first playing *Fighter's Destiny* way, way back in **N64**/4, when it was known as *Struggle Hard*. It was in a very basic state indeed, with the characters all constructed from crude, untextured polygons and only a couple of the backgrounds in place, but even then it played beautifully, with fluid moves and some interesting new features.

Since then, Genki (the Japanese outfit who're writing the game for Imagineer – they did *Multi Racing Championship* too) have renamed it twice and done tonnes of work on it. All ten characters are finely detailed now, and even if the backgrounds aren't the world's most impressive, there are plenty of them. There's an excitable commentator, too and luckily the smoothness of the animation hasn't been hampered at all. *Fighter's Destiny* is a fast-moving, meaty-feeling game, offering painful foot/face and fist/stomach interfacing accessed by *Street-Fighter-II*-style D-pad movements. It only uses two attack buttons, which might sound a little restrictive, but each character seems to manage plenty of moves.

The weird points system remains, too. The winner of a bout is the first to get seven points. There's one point for knocking your opponent out of the elevated ring, two for picking him up and throwing him, three for beating him up till all his energy's gone, and four for doing that and then performing your 'special' (like an *MK* fatality). You can do some pretty nifty things, too, like getting knocked out of the ring, clinging onto the edge with your fingertips and then, when your opponent walks over to kick you in the face and finish you off, grabbing hold of his foot and pulling him over.

The only snag at the moment is that it's possibly the easiest game we've ever played. We finished it in ten minutes on the Normal setting by 'be'-ing Meiling and repeatedly pressing Down, Towards and B to do her fireball. Crazy level, meanwhile, took a little over half an hour, with only Eyvokan, the final boss, putting up any kind of a fight. Hopefully, though, after a bit of tweaking and 'character balancing' by Genki, *Fighter's Destiny* will be as good a one-player game as it is a two-player one.

The N64's best beat-'em-up? *Maybe*. Even if it's not knock-your-socks-off, the-best-thing-we've-ever-seen-in-the-the-whole-world, *Fighter's Destiny* certainly has the most convincing 'feel' of any N64 fighter we've seen so far.

TO BE CONTINUED… We'll be reviewing *Fighter's Destiny* next month…

PLANET 64

NINTENDO 64 NEWS CENTRE

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This issue on sale
14th November
Next issue on sale
5th December

Party

Now the N64 isn't just the most powerful games console you can buy, but one of the most affordable too.

NINTENDO 64
THE FUN MACHINE
~~£149.99~~
£99.99
THE MACHINE
PLUG & PLAY

Friday, October 24th saw the price of the Nintendo 64 cut once again, from £149 to £99. That means it's fallen by 60% since the N64 was released at £250 at the beginning of March.

Nintendo's announcement comes on the back of the news in last month's **N64** Magazine that N64 games will be a bit cheaper as well. Nintendo have set a price of £49.99 for most of the games they'll be publishing themselves from now on, and have also cut *Super Mario 64* and *Mario Kart 64* down to the same price. They're keen to point out that £49.99 is exactly what you'd pay for flagship PlayStation games like *F1*. Now you'll be able to get *GoldenEye 007*, *Diddy Kong Racing*, *Bomberman 64* or *Mischief Makers* for the same price.

How can something as powerful as the N64 be sold so cheaply? Video game manufacturers make their money from games rather than games consoles. The more people they can persuade to sign up to their console, the more dosh they stand to rake in from cart or CD sales. So profit margins on the hardware are kept to a minimum – from the point of view of both manufacturers and shops – while games are sold relatively expensively. It also helps that the N64 doesn't contain a costly CD drive, of course.

◁ *Andrea, **N64** Magazine's latest recruit, is still smiling even though she bought an N64 just two days before we found out about the latest price cut. It's a gritted-teeth kind of a smile, though.*

FLOWER BED

Paul's plant seems to have suspended growth for the chillier half of the year, despite having been transplanted (get it?) from its original Pot Noodle pot to something a little more fitting. We'll return to it next spring.

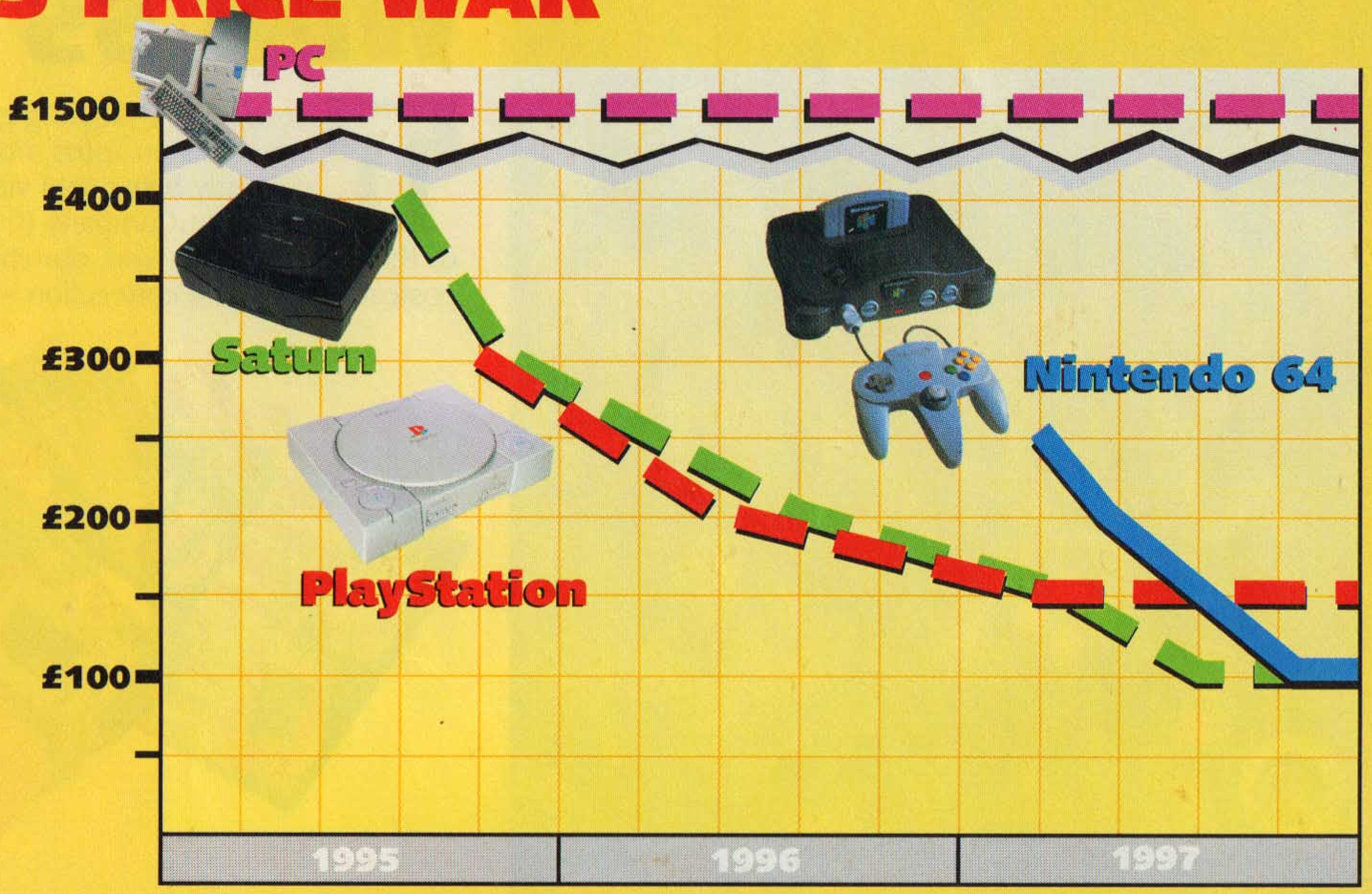
OUT OF CONTROL

If you're fed up with dull old grey, blue, red, yellow, green and black, Foxdata's new range of 'custom' N64 Controllers might be more to your taste. Although, perhaps 'taste' isn't quite the right word. Purple Forest and Red Rain you might just about get away with, but Chrome Leopard is definitely pushing it a bit (if pleasantly silvery) and Desert Storm is so loud you can almost hear it. At £39.99, these colourful pads will cost you a tenner more than the standard-issue Nintendo Controller. You can find out where to buy them by calling Foxdata on 0113 230 6305.

like it's £99.99

THIS MEANS PRICE WAR

It's the norm for console hardware prices to fall sharply as time goes by, particularly in the run-up to Christmas. And the three-way battle between Sony, Nintendo and Sega has been fiercer than anything seen in the old 16-bit days. But up till now, Nintendo have been letting Sony call the shots, and have been left looking sluggish and out-of-touch. Launching the N64 at £249, for example, was foolhardy to say the least, and Sony immediately took advantage by chopping the PlayStation down to £129, forcing Nintendo's first controversial price cut a couple of months later. But now it's Nintendo making the first move. It remains to be seen what Sony will do in response. As we went to press they reckoned they'd stick with their current price unless PlayStation sales start to suffer noticeably.



COINCIDENCE, OR...?
We note that the day news broke of the N64's second price cut, the Hong Kong stock market crashed, sending ripples around the world of finance.

GO! GO!

NINTENDO SHOW

Nintendo are promising plenty of surprises at their Nintendo Space World '97 show in Tokyo at the end of November. There'll be a couple of new Paks on show, including one for the *Pikachu Pocket Monsters* game, and a new game too: a snowboarding title like *Wave Race 64* that Miyamoto is working on. Watch out for James's report in N64/11!

RIGHT, SHOOT

There's an N64 light gun on the way in the New Year. The Pulsar is being assembled by InterAct, makers of the Sharkpad Pro, and boasts some desirable features. First of all there's force feedback to simulate recoil, just like the *Time Crisis* coin-op's gun. Then there's a reload button, so you don't have to move your gun off its target when you run out of bullets. And there's also an auto reload function that restocks you during lulls in the action, but that sounds like cheating to us. InterAct plan to launch the N64 version of the Pulsar next spring, after the PlayStation version, "to coincide," they say intriguingly, "with the availability of compatible games". What could they mean?

FREE! FREE! FREE!

Did you get your free 'I, Spy' poster magazine all right? And your free incredible **N64** Magazine stickers? (UK copies only, possibly.) Good. Well, if you reckon *they're* great (which they are, obviously), be absolutely sure you don't miss the next issue of **N64** Magazine. Not only will it be bumper-sized, and packed with Christmas-related goodies – including THE definitive, finished-it-all-the-way-through, stuffed-with-playing-tips review of *Diddy Kong Racing* – but it'll come with the greatest free gift ever attached to a Nintendo-related magazine, as a special festive present to you. It's out on Friday, 5th December. (No, really.) Be sure you're camped outside the newsagent before opening time!

New Goods

Gadgets, trinkets and bits of N64-related plastic

TOPGEAR STEERING WHEEL

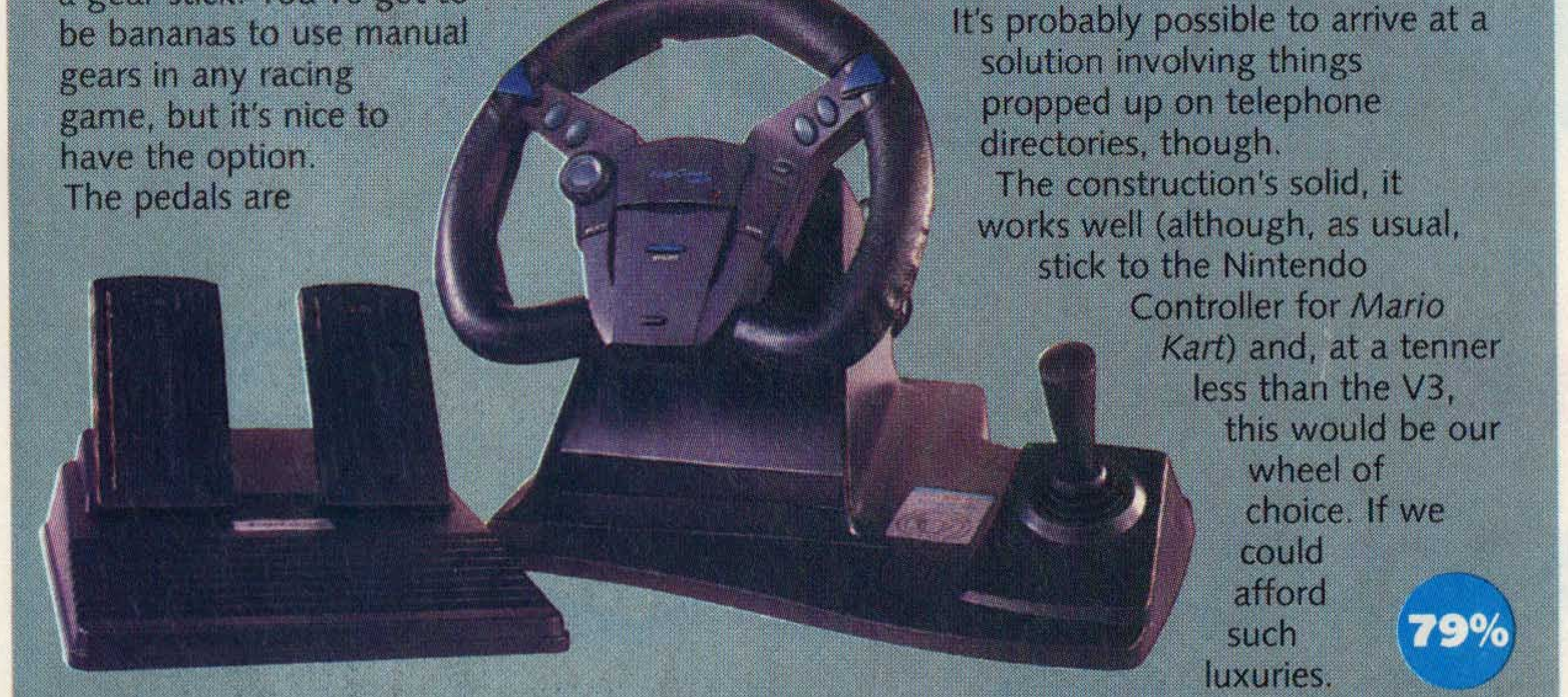
Logic 3 • £70 • 0181 900 0024

We're often asked: "Should I buy a steering wheel for my N64?" And the answer we have to give is: "We've no idea." You see, like chocolate, and Ferraris, and having Saturday off, they're a luxury item. No-one actually *needs* one. But if you've got money to spare they do add a certain frisson to racing games.

We slightly prefer the TopGear wheel to the V3 one (**N64**/6 75%). And here's why. For starters it's got a Leatherette-effect-style covering on the wheel itself, which makes it nice to hold. Then, to the side of the wheel there's a gear-stick. You've got to be bananas to use manual gears in any racing game, but it's nice to have the option. The pedals are analogue rather than digital like the V3's, which is great for racing games that allow you to use the analogue stick for accelerating and braking. (They're still too light to rest your feet on, though, so it's ankle-ache ahoy.) And finally, if you've got a PlayStation or a Saturn as well as your N64 it'll work with that too.

On the downside, the TopGear can't be clamped between the thighs like the V3. Instead you have to either put it on the floor and lie on your tummy, in which case you can't use the pedals, or put it on the table in front of your telly, in which case it obscures much of the screen. It's probably possible to arrive at a solution involving things propped up on telephone directories, though.

The construction's solid, it works well (although, as usual, stick to the Nintendo Controller for *Mario Kart*) and, at a tenner less than the V3, this would be our wheel of choice. If we could afford such luxuries.



79%

SUPERPAD 64

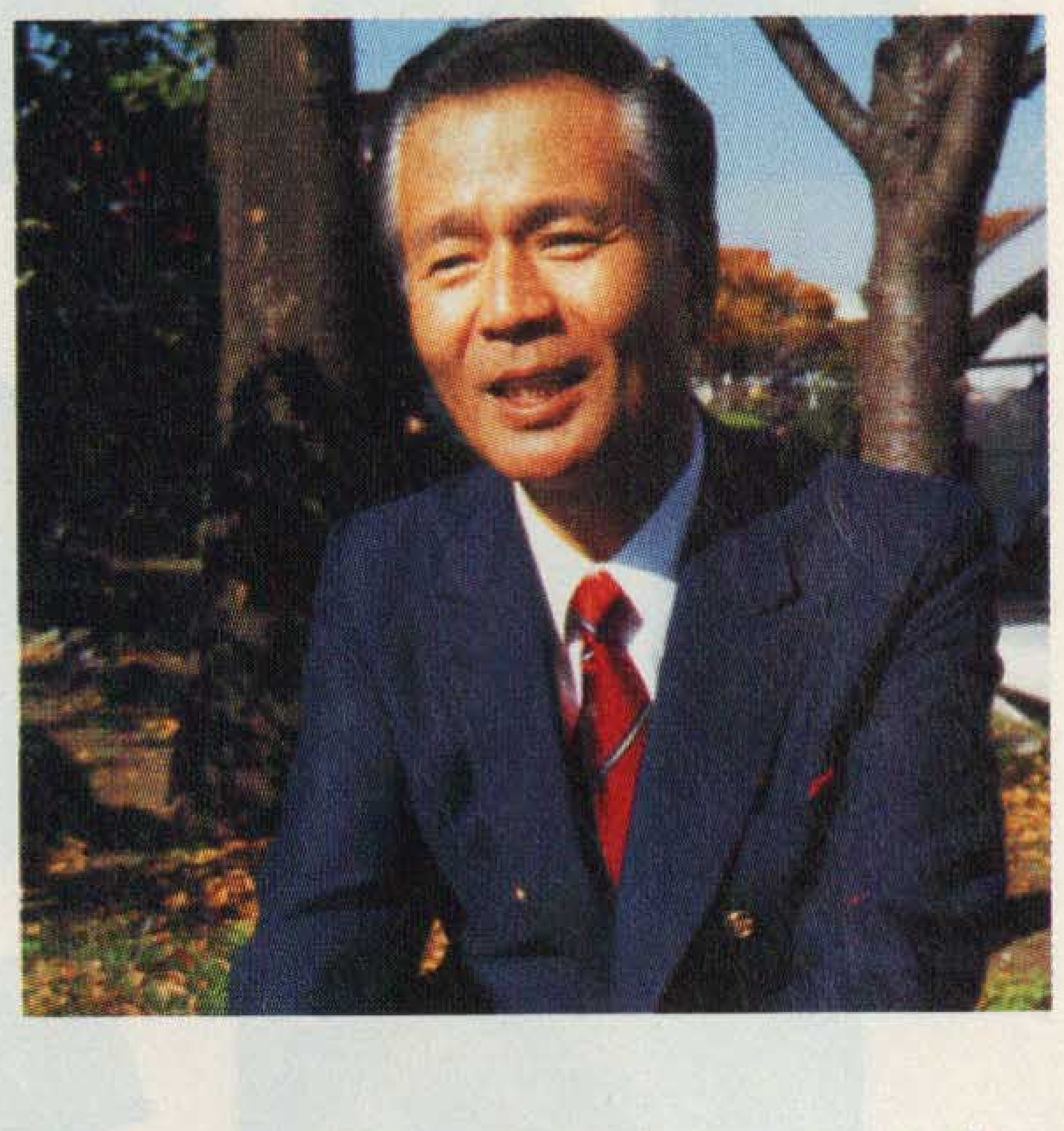
InterAct • £20 • 01204 862026

We've been a big fan of these Superpads ever since reviewing the 'Plus' version, with its nonsensical autofire and slow motion back in **N64**/2. Not only are they sturdily constructed, with a particularly nice feel to the analogue stick, but they actually make an attempt to improve upon Nintendo's original design. By going for just two 'prongs', with the D-pad and joystick concentrated on the leftmost, the Superpad allows you to access both the L and the R buttons at the same time as waggling the joystick, which is ideal for strafing in *Doom 64*. The only snag is, you then have to use your middle finger for the Z-trigger, which doesn't feel quite as natural as your index finger. The other good thing is that the C-buttons are placed just a little more accessibly than Nintendo's, making this pad better for beat-'em-ups like *Dark Rift* that use them a lot. All of which makes this the best budget-priced pad money can buy, we reckon.

SUPER PAD 64

89%

Game Boy inventor killed in car crash



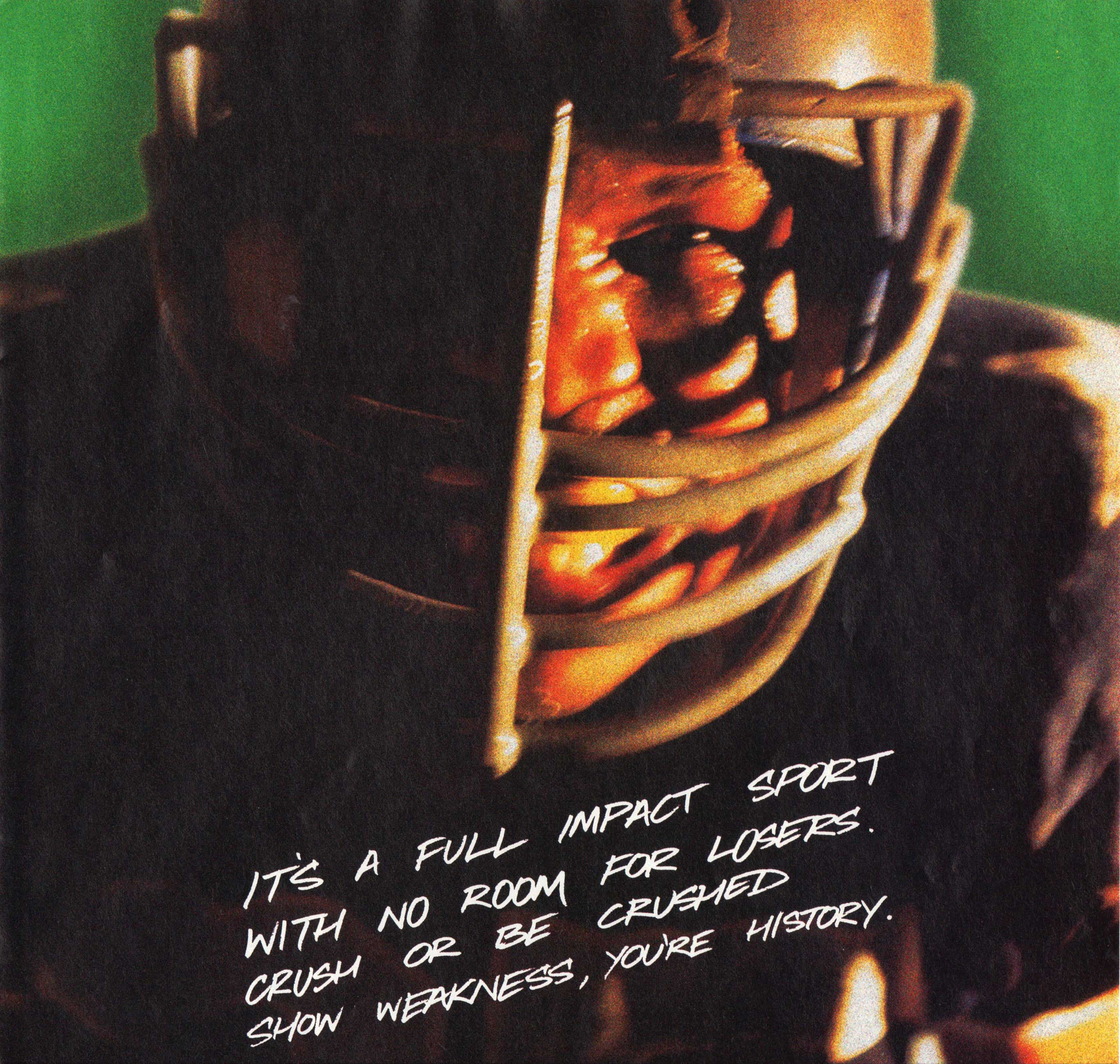
Gumpei Yokoi, the inventor of the Game & Watch, the Game Boy and the Virtual Boy, has been killed in a car crash. Yokoi left Nintendo after the failure of the Virtual Boy, set up his own company, and was producing a pocket LCD 'snake' game.

Yokoi's death followed a minor accident in which he collided with the car in front. While inspecting the damage beside the road he was hit by a passing car, and died in hospital a couple of hours later.

While Yokoi left Nintendo under something of a cloud last year, it's his greatest invention, the Game Boy, that is currently keeping Nintendo in profit in Japan. And even the Virtual Boy was technically excellent, as Wil, one of its biggest fans, will confirm.

WIN! 55 GAMES

Those 55-in-1 keyring games are back, with their assorted variations on *Tetris*, *Pole Position*, *Galaxians* and *Snake*. They're currently being sold via mail order for £7.99 by the Japanese Keychain Company (01302 830515). And we've been sent 20 of them to pass onto you, our cherished readers. If you'd like one, send a postcard with some connection – however tenuous – to *Tetris*, racing cars, alien invasion or snakes to us at: Um... 55-in-1 Competition, **N64** Magazine, 29 Monmouth Street, Bath BA1 2DL by Wednesday, December 31st 1997. The first 20 we pull from Tim's ear will win.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CRUSH OR BE CRUSHED
SHOW WEAKNESS, YOU'RE HISTORY.

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RETROWORLD

with Jason Moore

Let's travel back in time once again to the days when 64 bits was how many blocks came in your Lego set, and Little and Large were prime time viewing

Picture the scene: it's 1981, and as I walk into school on the last day of term, uniform abandoned for frilly shirt and pleated slacks, I hum a Soft Cell ditty as the flick of my wedge slaps against my forehead. A crumpled carrier bag is gripped firmly in one hand, and, as a crowd gathers, I delicately peel the sides down to reveal its contents. As friends gasp my kudos soars, for it's *Thundering Turbos*!

To our younger readers that all probably makes about as much sense as changing the name of *Starfox 64*. What I'm on about is a series of handheld electronic games released by Tomy. Unlike all other electronic games of the time, these were 3D – if you held them like a pair of binoculars, each eye gave a slightly different view of the game, giving a respectable 3D display

The graphics were actually produced by LCD, lit by two opaque windows at the back and top of the machine. In good light the image was a clear as with LED machines, and far more colourful.

The series initially consisted of three machines. *Planet Zeon* is a shoot-'em-up in a simple '*Invaders*' style. Your craft is able to move between three positions using left and right buttons situated at the top of the machine. The fire button is next to the right button. (All the machines use a similar control configuration.) Alien craft only appear in limited numbers, but the game still remains challenging.

Shark Attack plays very similarly to *Planet Zeon*, replacing aliens with sharks and the space tank with a harpoon-equipped diver. The machine itself is brilliantly decorated with scary eyes and shark's teeth around its outer edge.

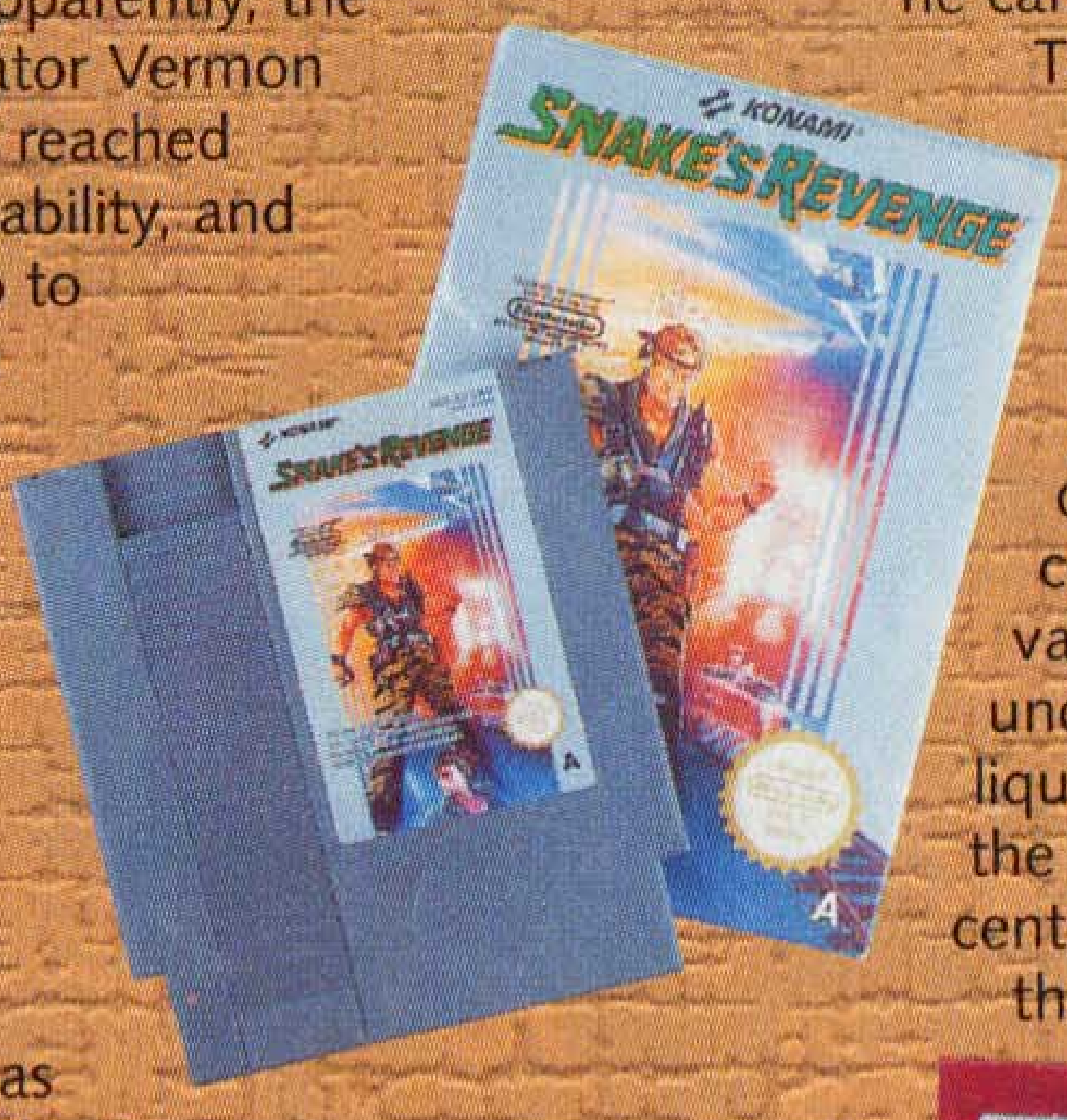
The most popular title was *Thundering Turbos*, a 3D driving game where you play to beat your last lap time. Compared to other handhelds of the time the graphics were phenomenal, though the game remained a simple case of dodging oncoming cars.

A year later, *3D Stereo Skyfighters* was released to complete the series. Unlike the previous games, this simple flying game has two protruding speakers next to each eyepiece, though the sounds remains restricted to beeps and grunts with the occasional jolly tune.

The Tomytronic 3D series was hugely popular, and was still selling in the late 1980s. This was possibly thanks to a suitably exciting TV advertising campaign which blatantly showed animated screenshots with far more detail and animation that the actual machine could manage.

With Virtual Boy's plug pulled before a European release, and console headsets still a thing of gamers' dreams, the Tomy 3D series is about as close as the UK is going to get to home Virtual Reality for some time to come...

SNAKE'S REVENGE (NES)



This strangely named Konami game puts you into the role of Solid Snake, a one-man army intent on saving the universe. Apparently, the crazed dictator Vermon Cataffy has reached nuclear capability, and it's your job to "infiltrate a nation of armed lunatics" in this parody on political events of the time. The gam,e itself plays as much as a shoot-'em-up as an arcade adventure. You move from screen to screen, through jungles, camps and warehousing, searching for weapons and rescuing hostages. If, on your travels, you're spotted by an enemy chopper, or fail to dodge a floodlight, a bunch of guards come after you. This is where the game gets quite exciting. Unlike the enemy, you're unable to shoot or move in diagonals, so you're often unable to shoot them and have to hide behind things till they walk into the right place. Add this to the fact that you have limited ammo, and it can take a considerable chase to dispose of all the guards without getting shot dead.

RETRORATING 78%

SUPER MARIO 3 WATCH

How else would the discerning Nintendo fan tell the time? Surprisingly, *Super Mario 3* plays a pretty varied game considering its tiny screen. Once again you're in pursuit of the princess and must fight your way through a series of 'halls' dodging the various obstacles thrown at you on behalf of Koopa. There are several power-ups including a star so you can become Super Mario and a leaf allowing you to become Long Tail Mario, allowing you to swipe the enemy away with a single swish. Sound is in typically Mario style, and with the built-in alarm you can be sure of getting fed up with the tunes. It's strange that the G&W logo isn't printed on it, as it obviously warrants inclusion in the range. The watch itself is pretty chunky, and you'd get odd looks if you turned up for work wearing it.

RETRORATING 62%

MARIO'S CEMENT FACTORY GAME & WATCH

I've always thought it strange, Mario owning his own cement factory. Maybe he can't get enough work as a plumber. This 1983 G&W puts you in charge of the factory. At the top of the screen are conveyors carrying buckets of cement. When they reach the delivery points, hatches open and the sloppy substance is dropped into one of two vats. You control four levers. Open the full vat and it fills up and identical one underneath. Open that one and the liquid is poured into trucks waiting at the bottom of the screen. In the centre are two lifts, one going up and the other down, and timing skill is required to get across to operate the other levers. Basically, don't let the vats overflow, fill up the trucks and try to beat your high-score.

GAME & WATCH
MARIO'S Cement Factory
Nintendo

RETRORATING 72%

• Jason Moore runbs Britain's premier retro fanzine, Retrogames. If you'd like to know more, contact him at: Retrogames, 61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS.

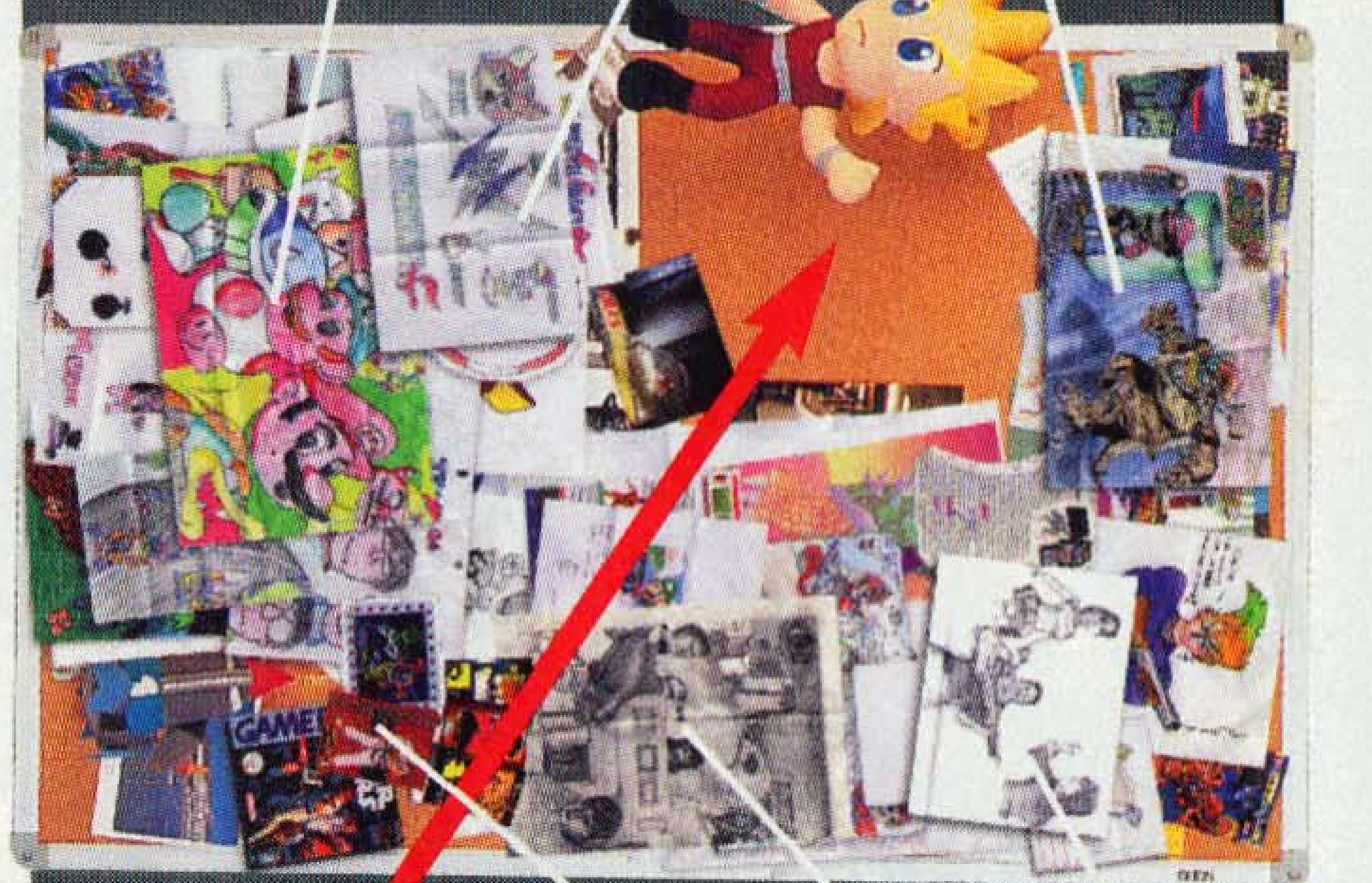
THE N64 BOARD

We take our EC-enforced 'eye breaks' every fifteen minutes by looking up at the N64 Board. So please do keep sending us stuff to cover its boring brown cork.

Ugo Nuozo of Liverpool has drawn an oddly muscular Bowser creeping up on a spookily de-cartoonised Mario. Thanks! •

Eerily predicting that we'd award the game a 'Star Game' badge, Stephen Cairns has assembled a Lylat Wars montage. A badge will be forthcoming. •

We've lost the name of the artist of this fine highlighter-pen-covered Mario Kart 64 picture. If he or she would like to write in we'll forward a badge. •



• Several pencils have clearly given their lives in producing two drawings by Andrew MacDonald this month. The first is an optimistic Lara Croft...

• ...and the second is...well, a sort of mizare mixture of amply proportioned girls, a fireplace, some birds, a fish, a city and an eye. Er, thank you!

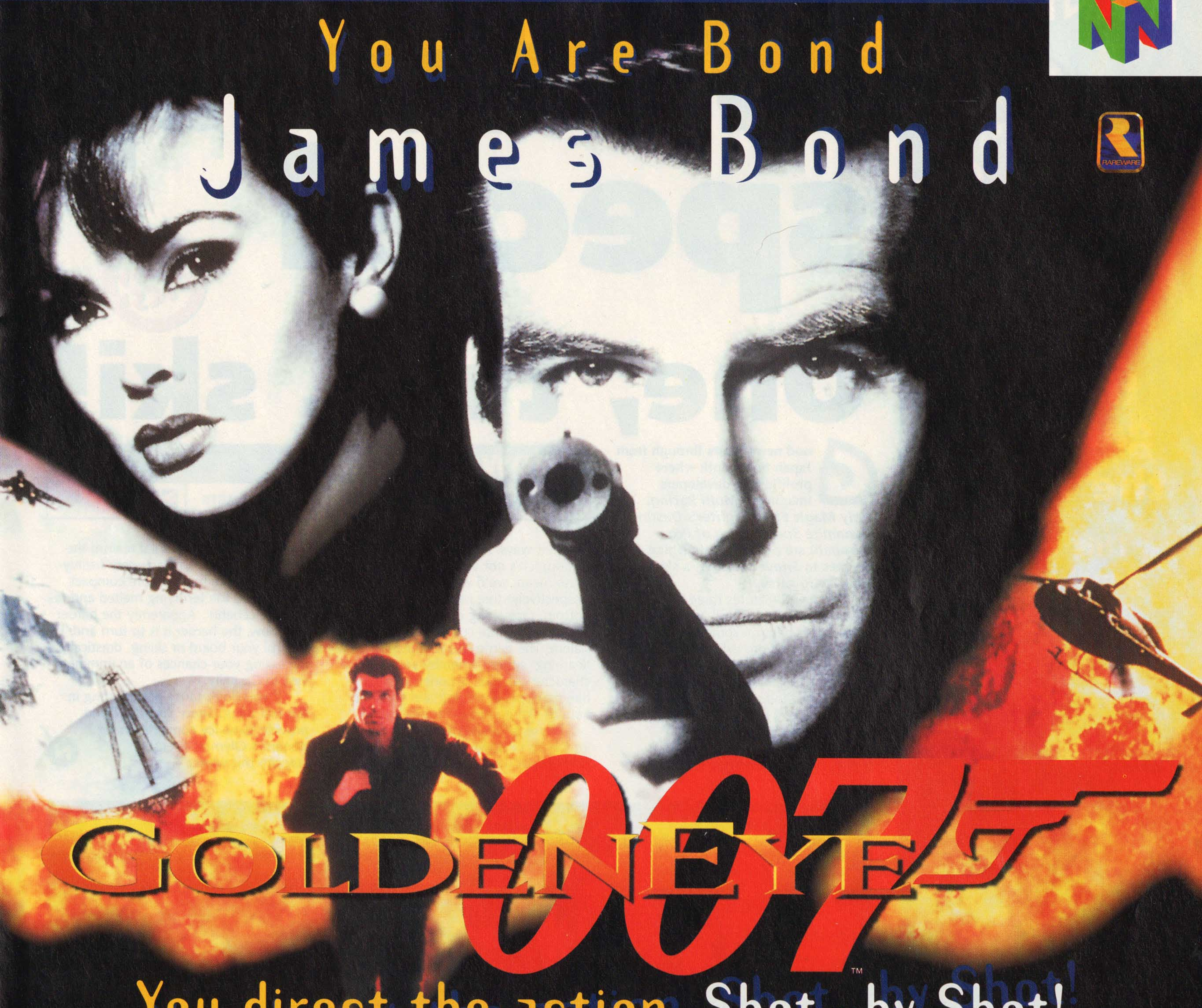
• Matthew Cartwright of Chippenham sent us some Dragonball Z cards. (Try our fanzine feature on page 84 for help with your project, Matthew.)

Blank space that's still annoying us. (Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)

PLAYING ONLY ON

NINTENDO64

You Are Bond
James Bond



You direct the action. Shot...by Shot!

Now pay attention 007, there's a lot of detail in this one. Thirty different means of assassination, twenty missions, the best gadgetry and more of your old enemies in the DeathMatch section than Moneypenny could shake a stick at. Now this device is optional but sure to come in useful, it's just come back from successful tests in the Lylat Wars.

They call it a Rumble Pak and it lets you feel the recoil of any of your favourite weapons right in the palm of your hand. Remember 007, the destiny of the free world hangs in the balance so do make sure you use that analogue controller of yours, I really don't know how we ever managed with those old digital ones. Oh, and do be careful 007.

"The most realistic and intense video game based on a movie ever" 64 EXTREME "Sheer unadulterated Bond brilliance. You cannot buy better" N64 MAGAZINE

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98%
TOTAL 64

64 BIT POWER · 94 MHZ SPEED · 3D ENVIRONMENT · FEEL THE ADVENTURE RUMBLEPAK WITH NINTENDO · STEREO SOUND · PRECISION CONTROL · MULTI-PLAYER

5/5
C&VG

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

Winter sp special

NEW PICS!

Updating you on the N64 games of the future

This month including:

- SNOW SPEEDER
- NAGANO WINTER OLYMPICS '98
- SNOWBOW KIDS
- TWISTED EDGE SNOWBOARDING
- NHL BREAKAWAY
- WAYNE GRETZKY'S 3D HOCKEY '98
- YOSHI'S STORY
- REV LIMIT
- THORNADO
- LEGEND OF ZELDA
- FUSHIGI NO DUNGEON 64
- DENRYU IRA IRA BOU
- AERO FIGHTERS ASSAULT

One, two, ski!

SNOW SPEEDER

IMAGINEER	64M	1/2	● DECEMBER	TBA

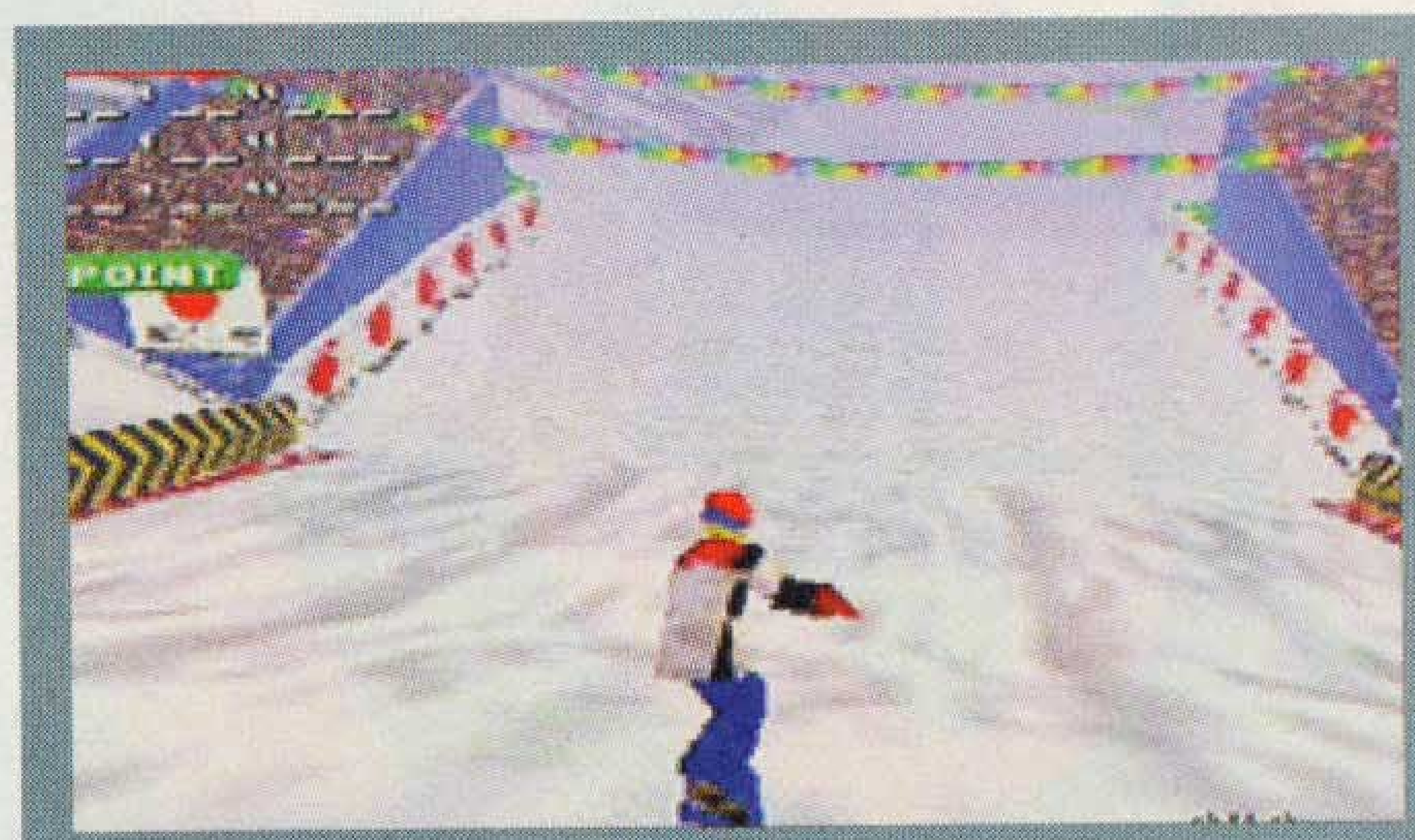
Good news filters through from Japan this month where prolific N64 developers Imagineer (*Multi Racing, Holy Magic Etale, Fighter's Destiny, Dynamite Soccer, King of Pro Baseball*) are putting the finishing touches to *Snow Speeder*, a ski and snowboard game.

The game features three different mountain courses as well as six competitors bent on some low-friction, gravitational action. Whether any of these Alpine types will have long frizzy hair, Oakley sun glasses, No Fear T-shirts and a penchant for saying "Radical wipeout, dude" remains to be seen.

Along with the option to ski or board, races can be set up in three different ways: Alpine, Gate and Pole. Although it's not yet clear exactly what these mean, we'd wager they are (respectively) free race from top to bottom, race along a set route passing through alternate colour gates and slalom. The game also features a 'learning' system whereby your chosen character can gain experience in handling speed, turning and stamina. Sounds like good stuff to us.

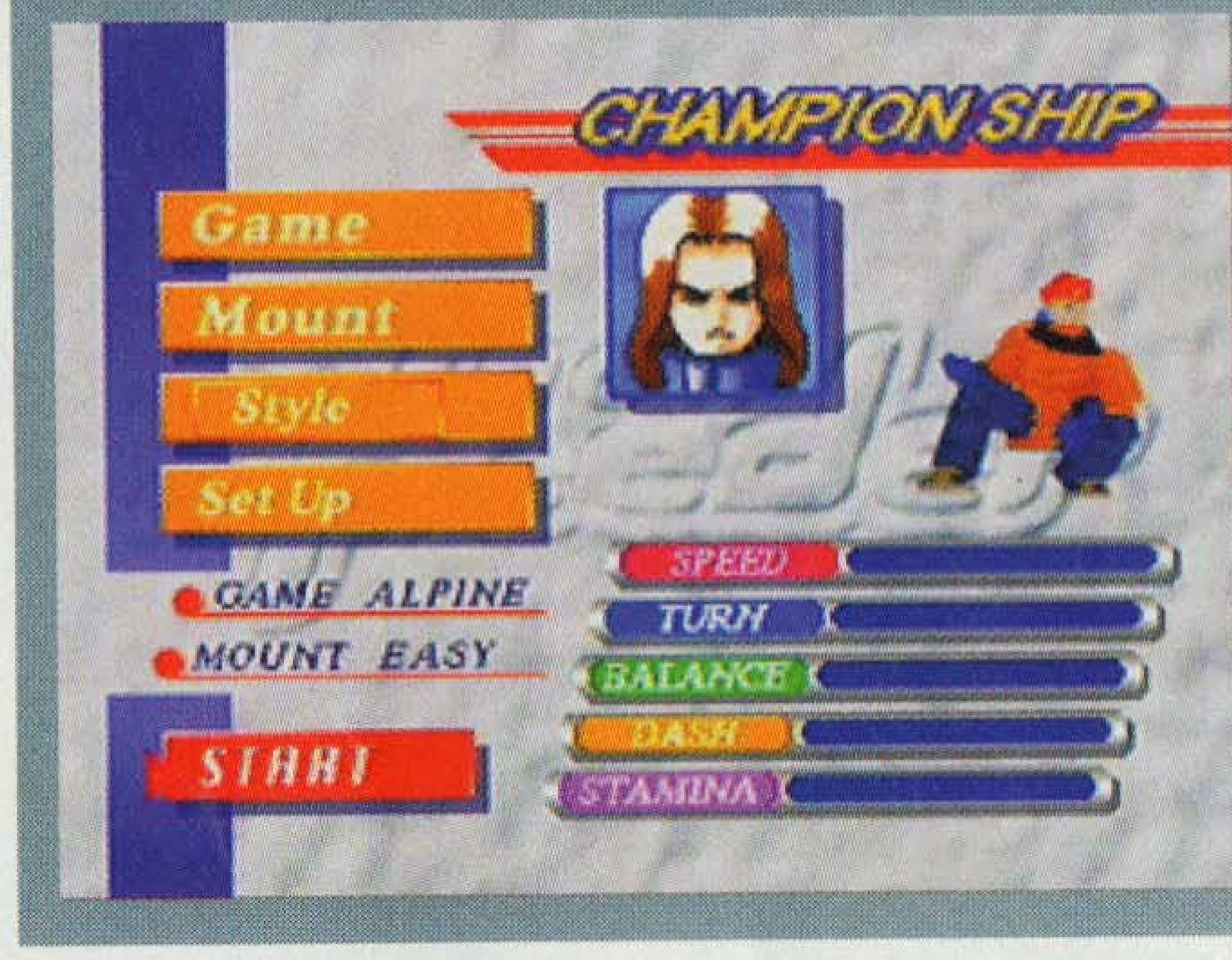
Those of us unfamiliar with the intricacies of down-hill sports will be unaware of the variability of snow. However, in a bid for total realism the game models the soft powdery freshly-fallen stuff, the harder more compact variety, and the terrifying melted and re-frozen 'Icebahn'. Apparently the harder the snow, the harder it is to turn and control your board or skiing, drastically increasing your chances of an imminent visit to Casualty.

If you don't fancy participating in the real thing, *Snow Speeder* could provide some icy competition for Konami's Olympic-licensed *Nagano* this winter.

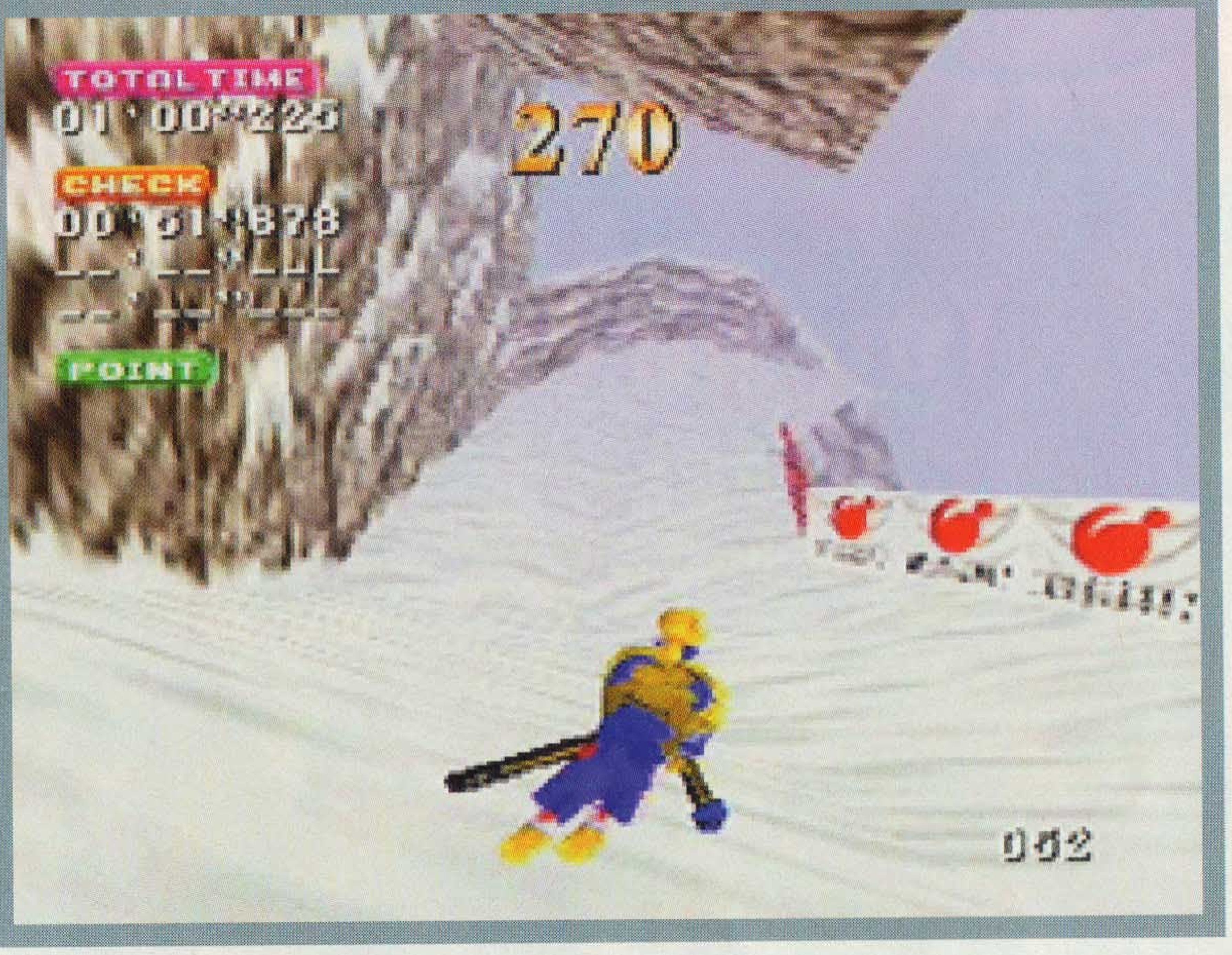


◁ *Snow Speeder, eh? Remains to be seen whether there's speed but there's certainly plenty of snow.*

▽ *There're six different characters to play as in-game. All, as you can see, look like they've got hangovers.*



▽ *Subliminal advertising? Hardly. Still, the courses look very nice. And PLEASE not too much mist, hmm?*



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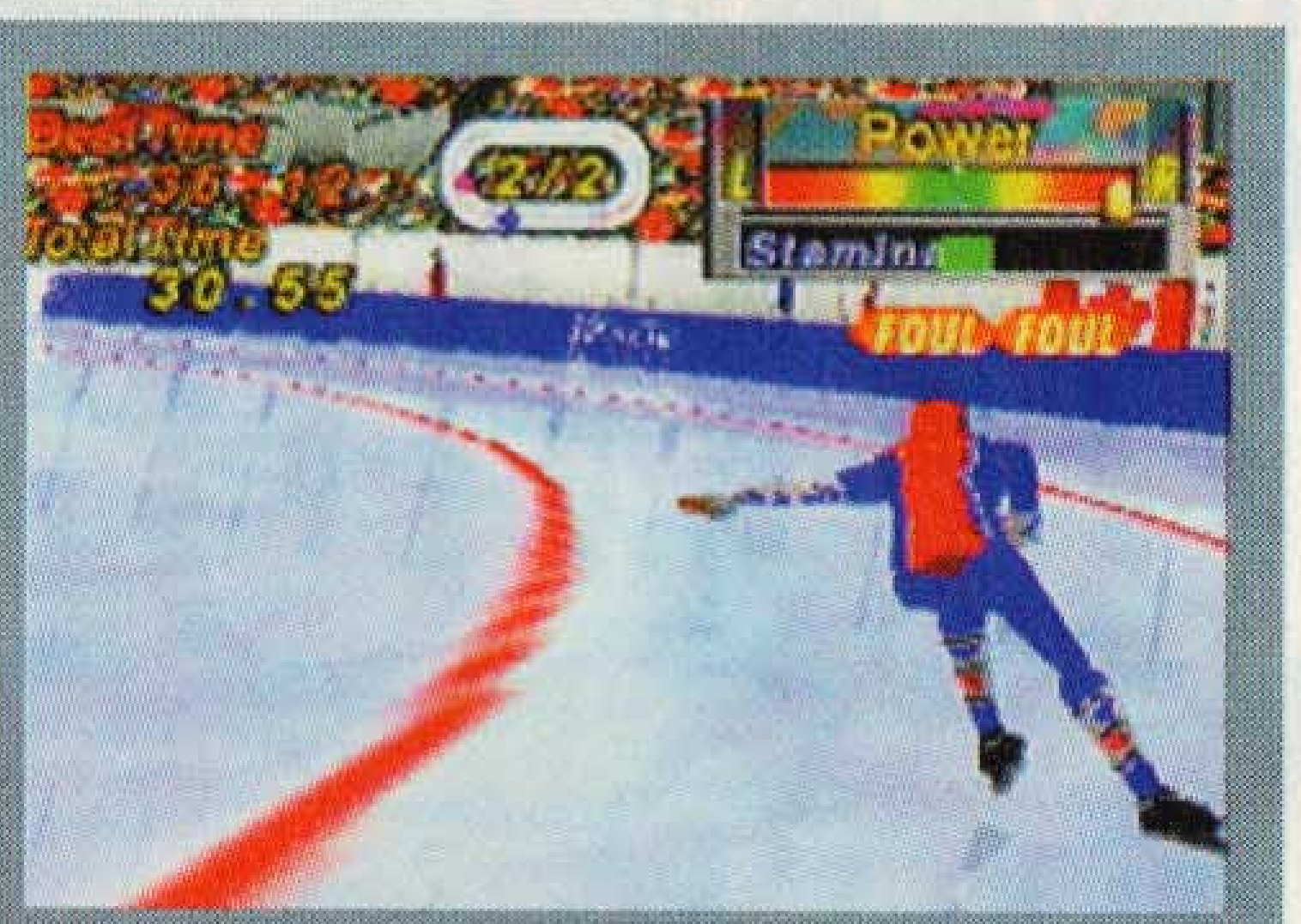
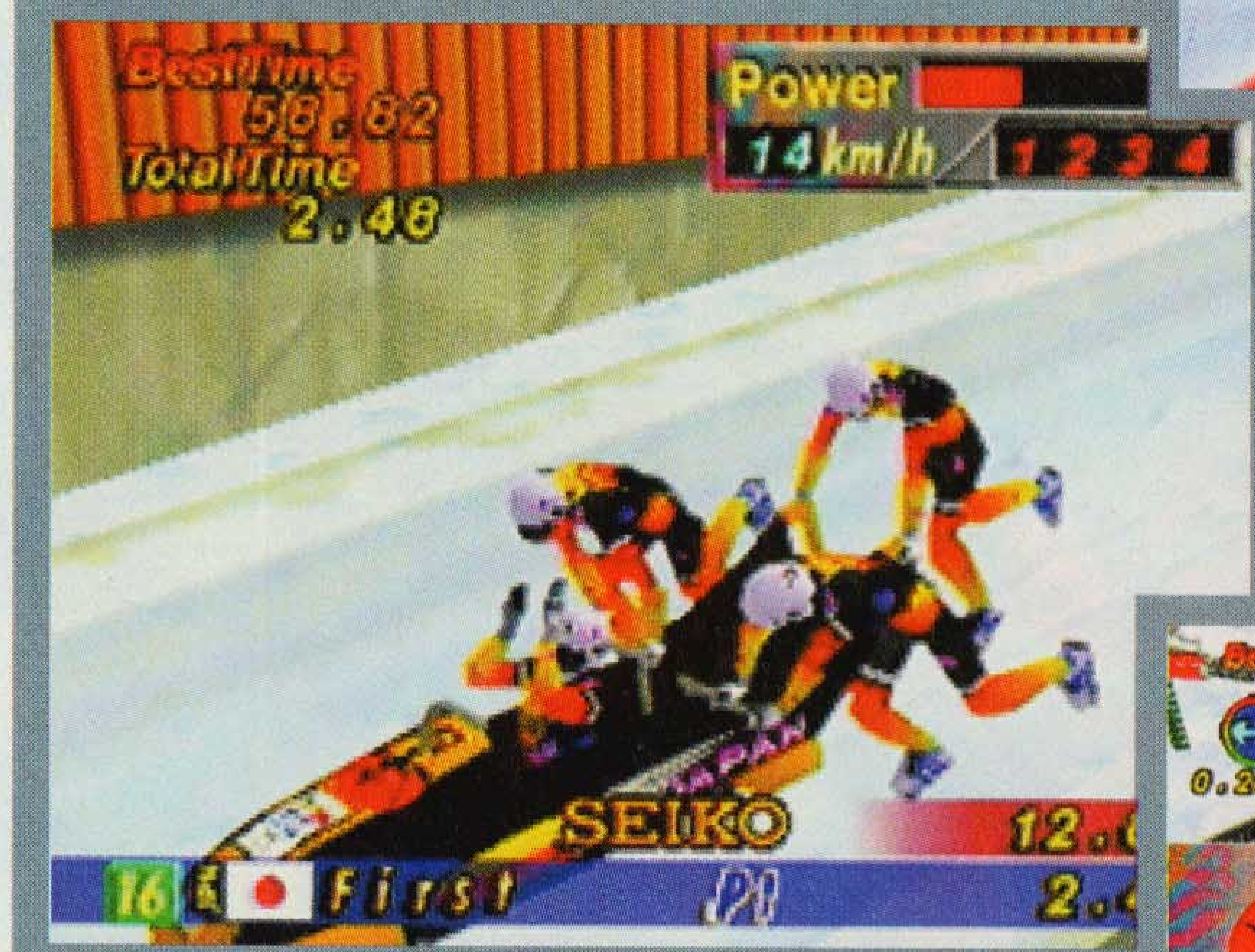
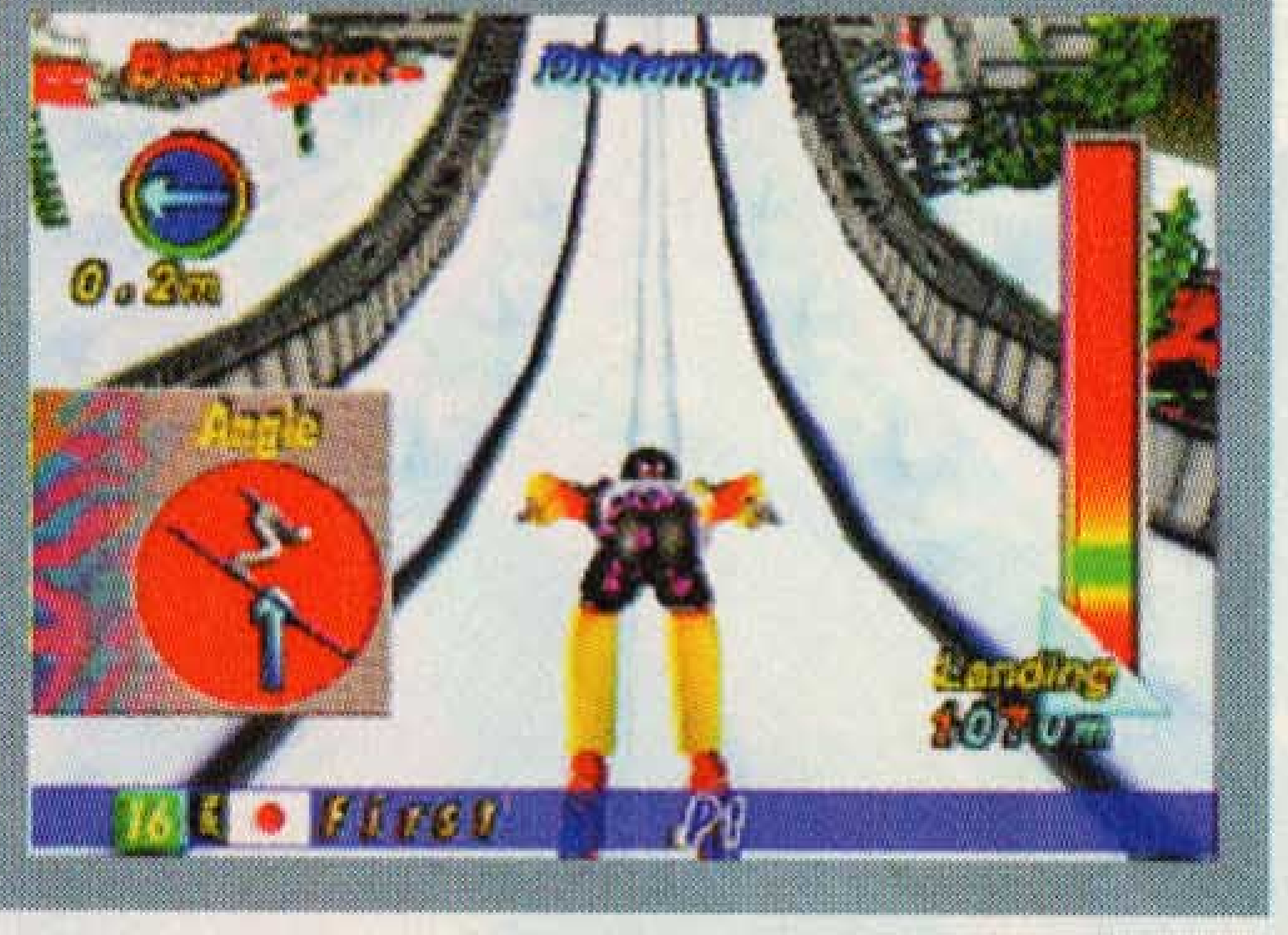




△ A bit of speed skating. Nice motion-capture but the event itself is tedious as you like.

Say what you want about Eddie The Eagle but he certainly had courage. Or iron-plated pants. ▽



△ Bobsleigh. A bit like going sledging down the railway line when it snows. Except faster. And there's no river at the end.

Ice rings

NAGANO WINTER OLYMPICS '98

KONAMI	64M	1-4	DECEMBER	JANUARY

We got our shivering hands on an almost-finished version of *Nagano* this month, and it's certainly come on a long way since we played it for last issue's Future Look. The slight choppiness has disappeared from the graphics and the events are all working properly together so that, the odd crash notwithstanding, it was possible to play through the whole Winter Olympics almost as if we were actually in Japan early next year.

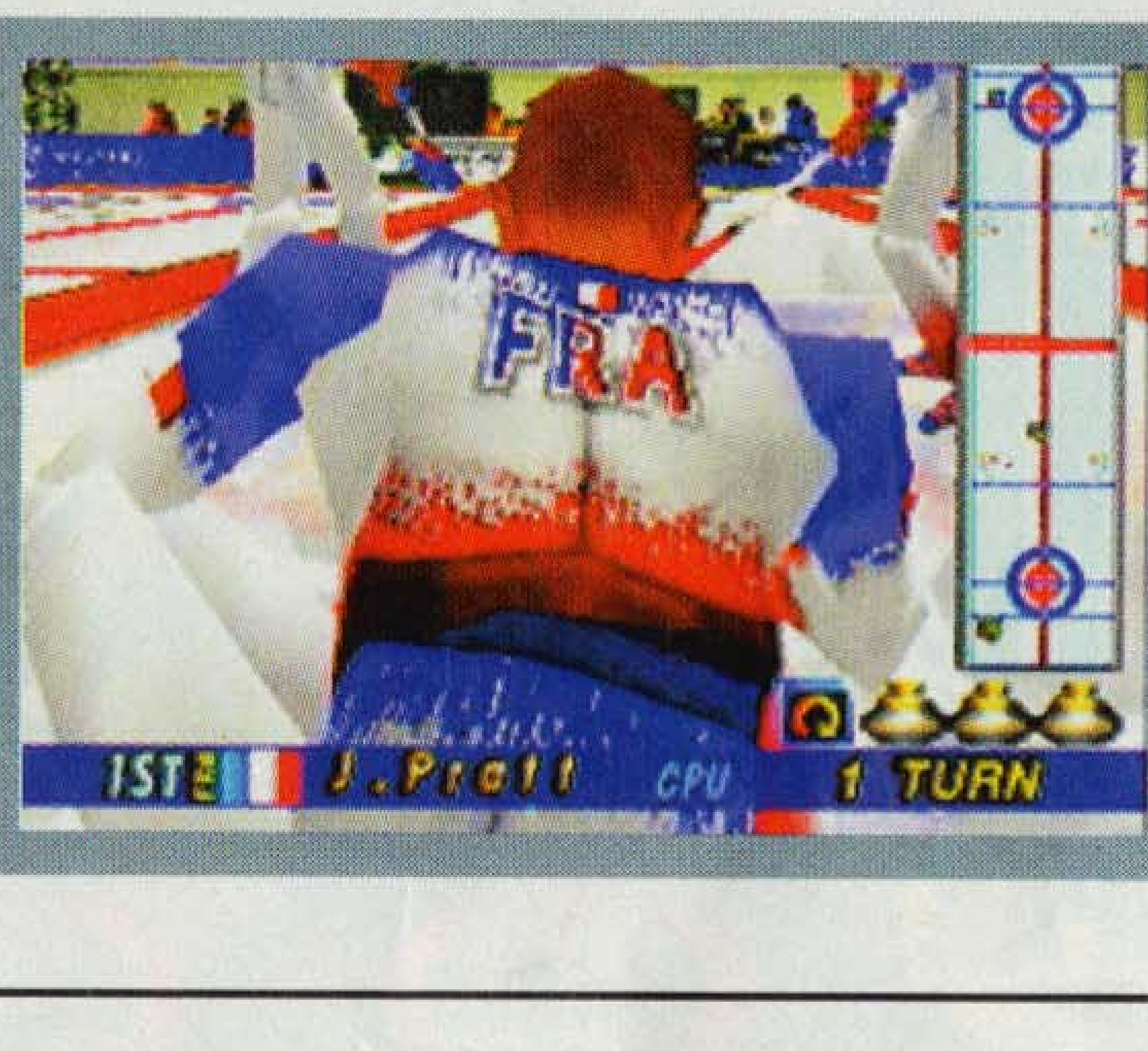
The title of Scariest Event would be a toss-up between the downhill skiing, the ski jump, the bobsleigh and the luge. (Assuming you could find a four-sided coin, obviously.) The ski jump is immediately terrifying: you stand at the top of a near-vertical drop and then push yourself off towards what seems like certain death. It's all the scarier in 3D as the ground rushes up to meet you. The downhill skiing starts straightforwardly but, as you gather speed, Konami's graphics give a nerve-wracking impression of trees zipping past. You'd have to be insane to attempt the bobsleigh and the luge in real life.

'Rad'-est event would be either freestyle skiing aerials or halfpipe snowboarding. Both involve you specifying the 'moves' you're going to 'pull' before you start, and then tapping in beat-'em-up-style button sequences when your bloke is airborne.

Most traditional event would be speed skating, which harks back to the sports games of old by having you waggle the joystick rhythmically to make your chap pick up speed.

And most incomprehensible event would definitely be curling, which not even Konami's representatives could fathom.

Nagano is already the best Olympics-type game we've seen since *Hyper Sports*. When it's finished we'll give it a thorough four-player reviewing and report back.



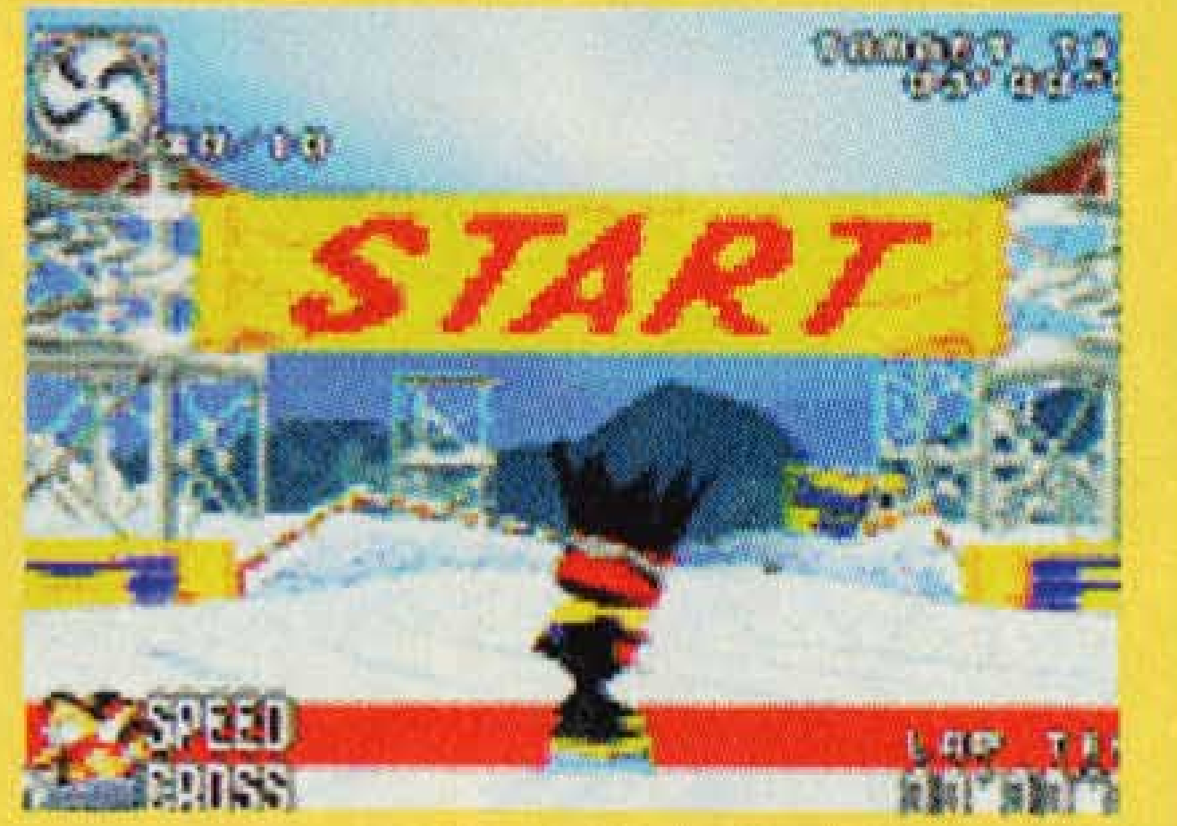
Eager Winter Sports Waiting

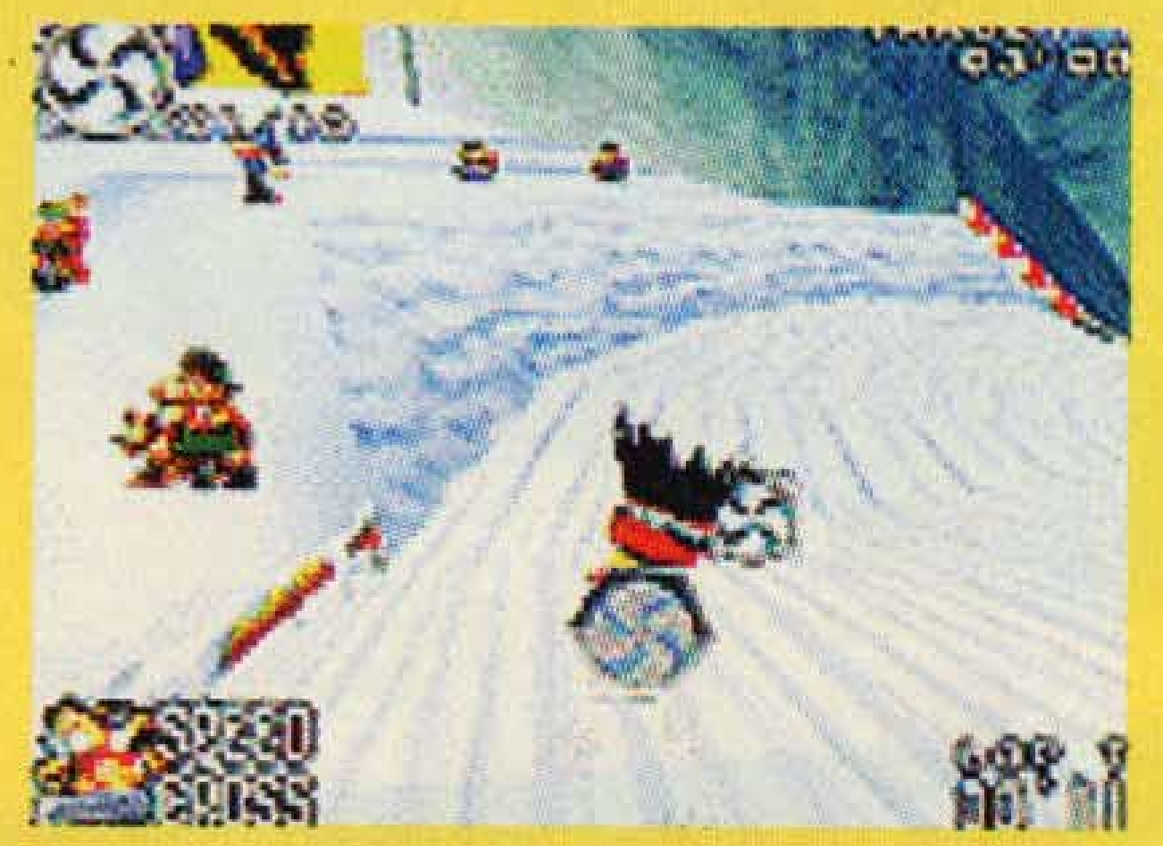
Snowbow Kids

Snowbow Kids looks to be doing for snowboarding what *Mario Kart* and *Diddy Kong Racing* have done for straight racing games. Instead of the accurate polygon models of *Nagano* or *Snow Speeder*, the characters in *Snowbow Kids* are super-deformed cutesy types similar to *Power Pro* or *King of Pro Baseball* blokes.

The game offers players practice, straight race and stunt modes on either grass (eh?) or snow slopes. The landscape is typically cartoon-like, and all the objects you come into contact with follow this cuddly theme. Quite how well this approach will go down in the West, where we're more used to the real-life approach of games like the PlayStation's *Cool Boarders*, remains to be seen.

The tiny pictures that have appeared in Japanese mags so far suggest a game without the visual polish of many of the mainstream N64 titles and there seems to be a long way to go before it's finished. However, if Altus want to get *Snowbow* out for the winter sports season, they're going to have to get weaving or pray that the weather holds off.





Twisted Edge Snowboarding

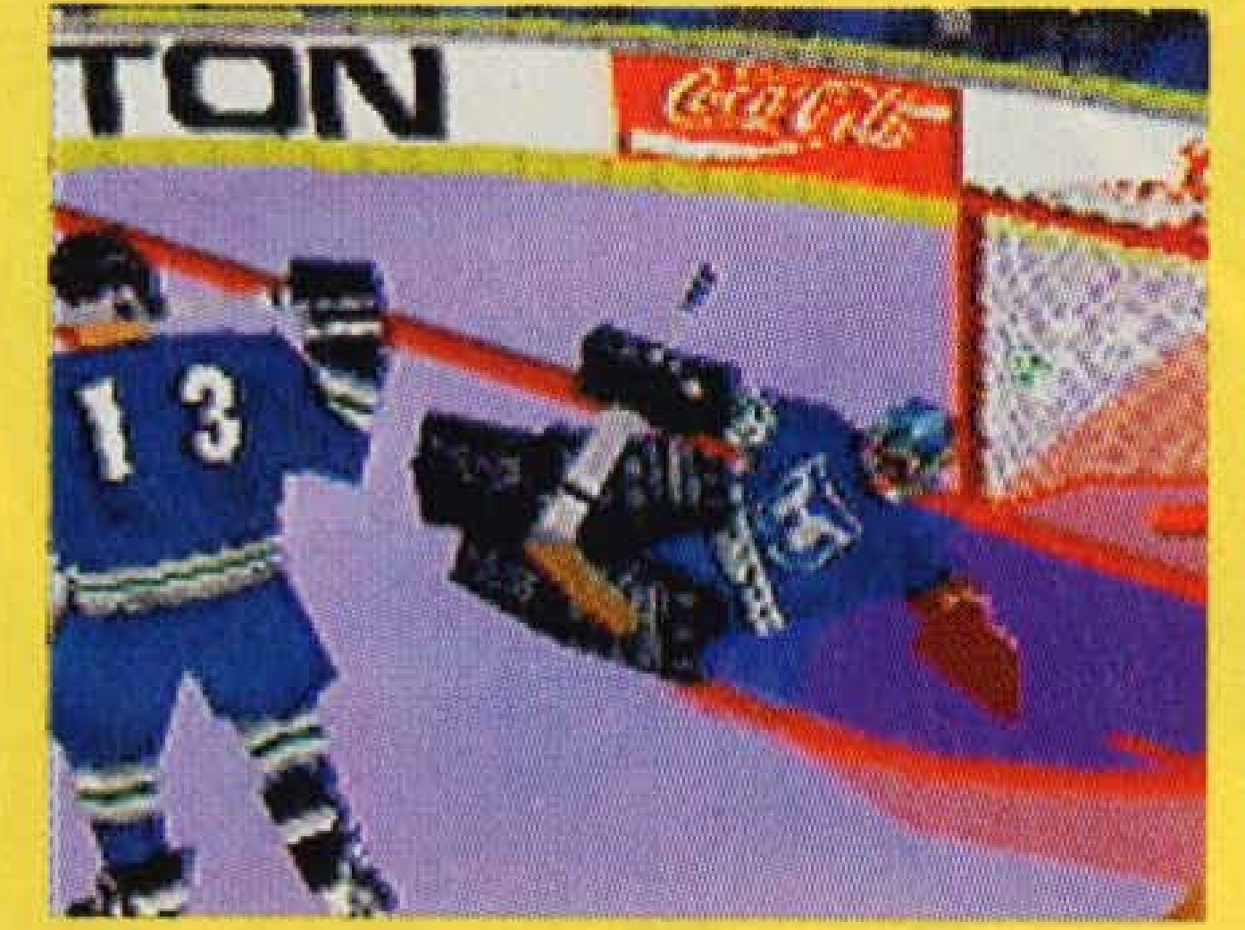
Having triumphed with *Top Gear Rally*, Boss have turned their considerable talents to the snowboarding game *Twisted Edge*. Understandably, the game is still very much in its early stages but a stunt/race system along the lines of *Wave Race* seems to be very much the order of the day.

With things so early, very little is known about the number of courses or what they will feature. However, it is known that Boss are planning to include alternative routes down their mountains with varying steepness and obstacles. Racing characters will, perhaps unsurprisingly, boast different strengths and weaknesses.

NHL Breakaway

Acclaim's answer to Midway's *Wayne Gretzky* is another game we're going to have to wait for. March is the month provisionally highlighted on their release calendar and, as seems customary with N64 developers, they're being unhelpfully tardy in the screenshots and info department. Ice, hockey players, pucks, organ music and an official will – almost certainly – figure largely.

Wayne Gretzky's 3D Hockey '98



For many, *Gretzky* was the perfect mix of ice hockey simmery and high speed arcade action. However, many serious puck aficionados felt that the game wasn't an accurate-enough representation of the sub-zero team sport.

With *Wayne Gretzky '98*, Midway are addressing these perceived problems, tightening up the game and making it a more of a straight rule-infested simulation. Teams will now be made up of the full complement of players and the goalies – they promise – will be a good deal less spasmodic in their shot-stopping activities. Similarly, defence players will be less inclined to whizz up field and more partial to actually defending their goal. Super. For gamers less enthralled with all the real life rule stuff – **N64** Magazine is still at a loss to understand the mysteries of 'icing' – there'll also be a less-complicated arcade mode.

Graphically, the improvements made so far to the game appear to be rather minor, with players reporting very little improvement over the original. Still, it's very early days yet...

GO! GO!

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64 BIT POWER

94 MHZ SPEED

3D ENVIRONMENT

INCLUDED RUMBLEPAK IN PACK

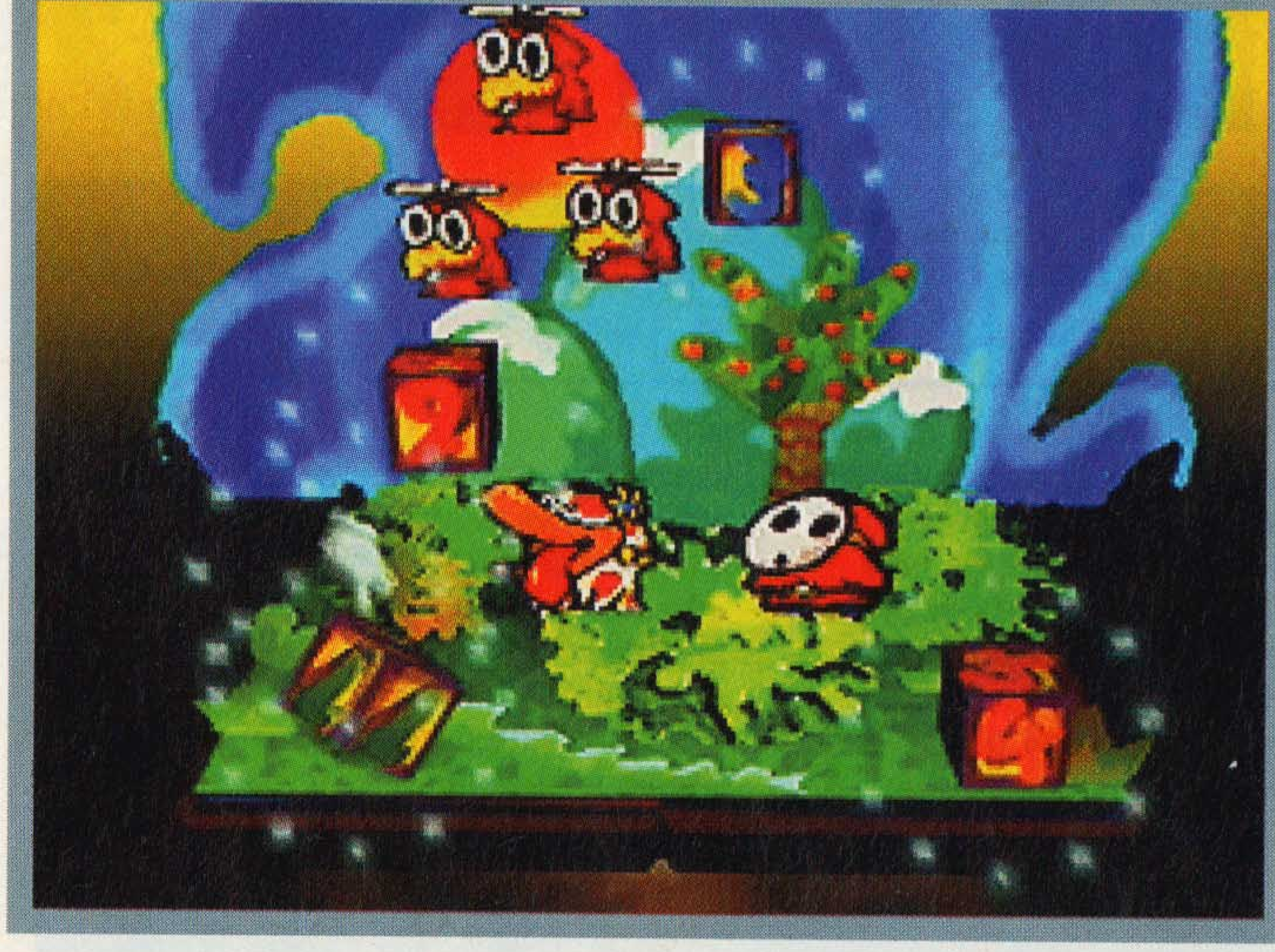
STEREO SOUND

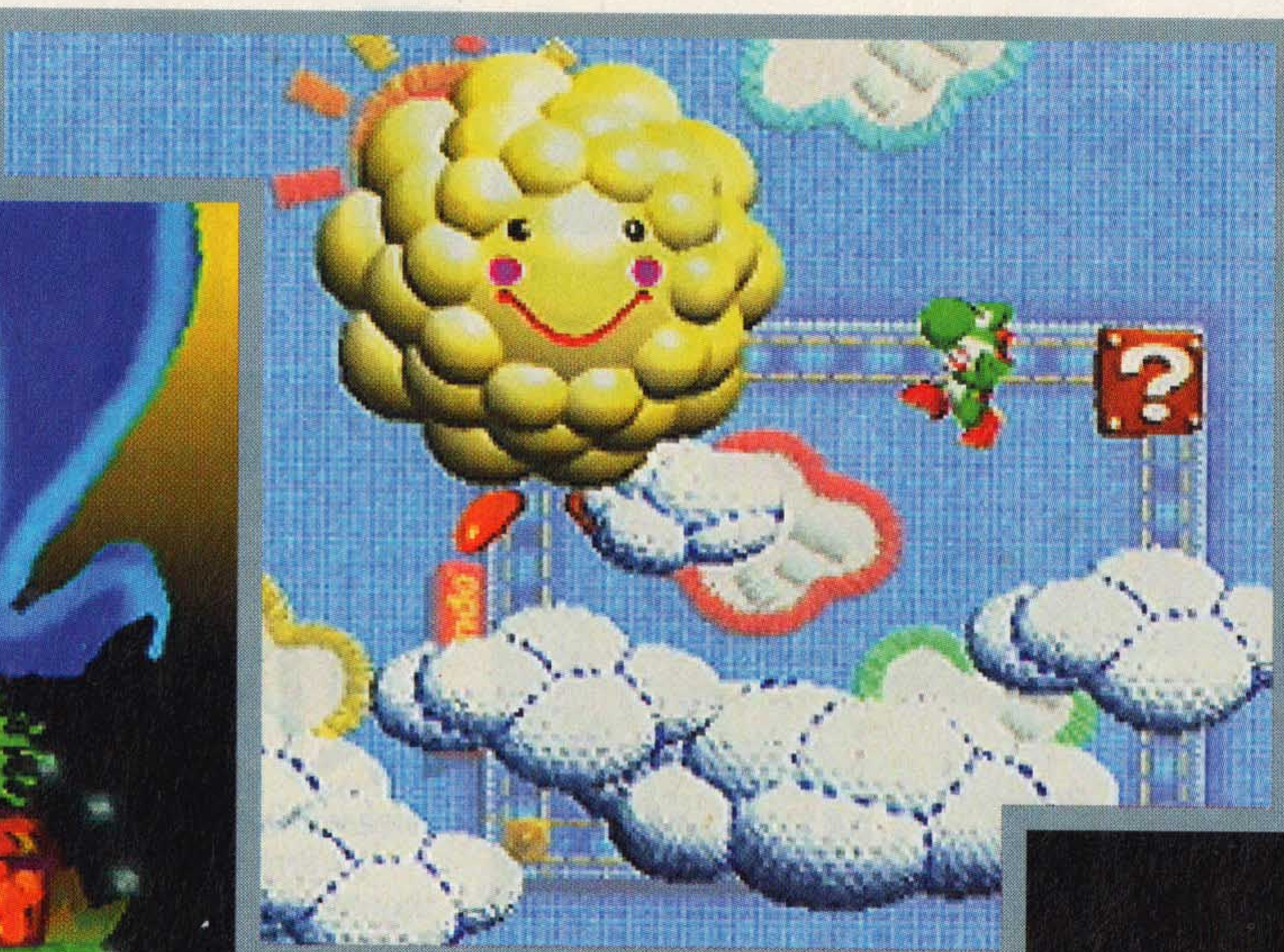
PRECISION CONTROL

MULTI-PLAYER

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

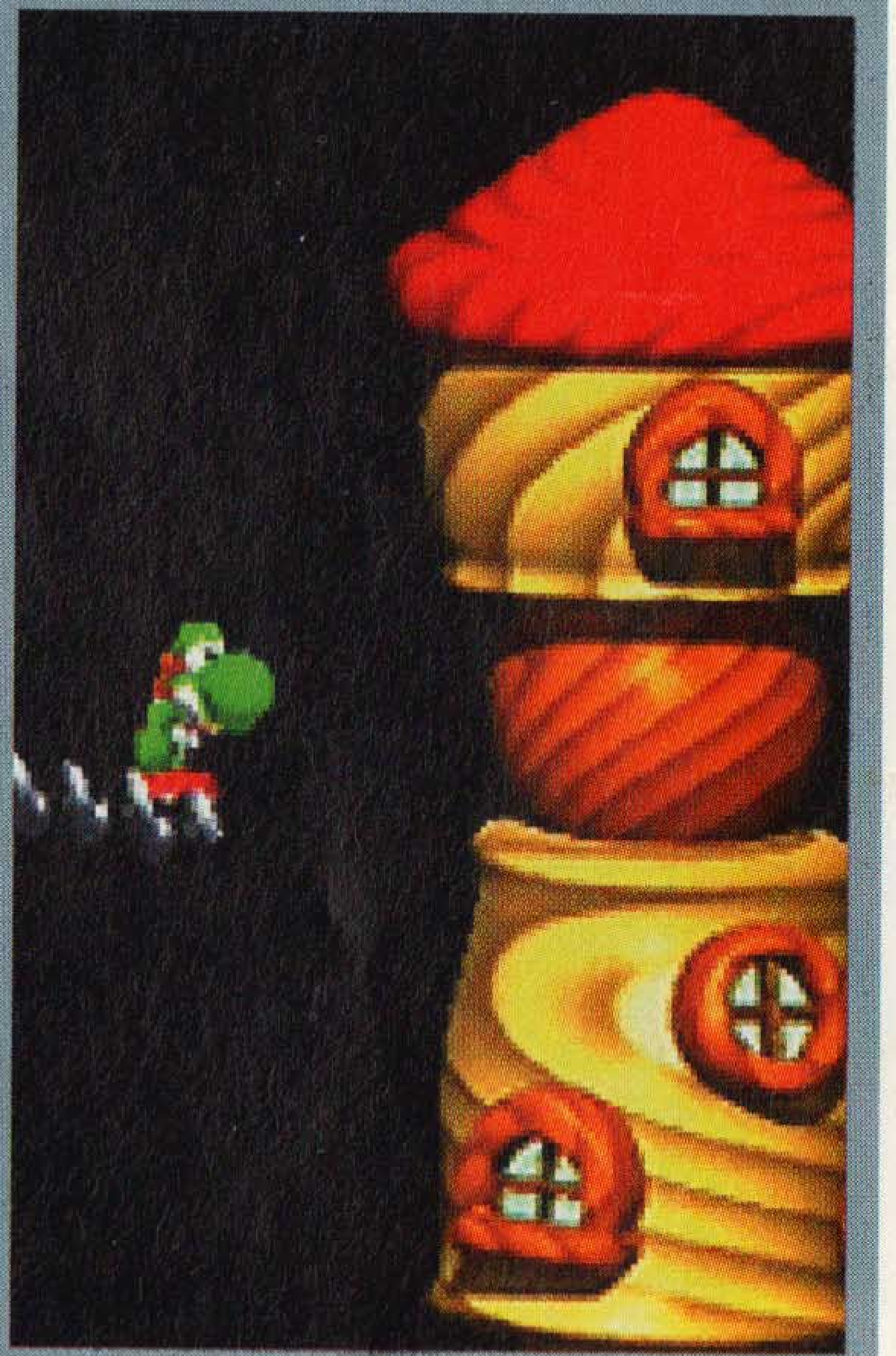
Not quite sure what's going on here. But Wil – our resident Guess Technician – reckons it to be a bonus mission in the form of a – get this! – pop-up book.





That magnificent stitching effect again. This looks to be similar to some of the sections in the original Yoshi's Island.

Yoshi's house? We doubt it. It's too dark. Yoshi, after all, is a happy old chappy and lives, accordingly, in a small semi-detached in Burnham-on-Sea where the sun shines all the time.



Golly Yosh!

YOSHI'S STORY

NINTENDO	128M	1	DECEMBER 12	1998

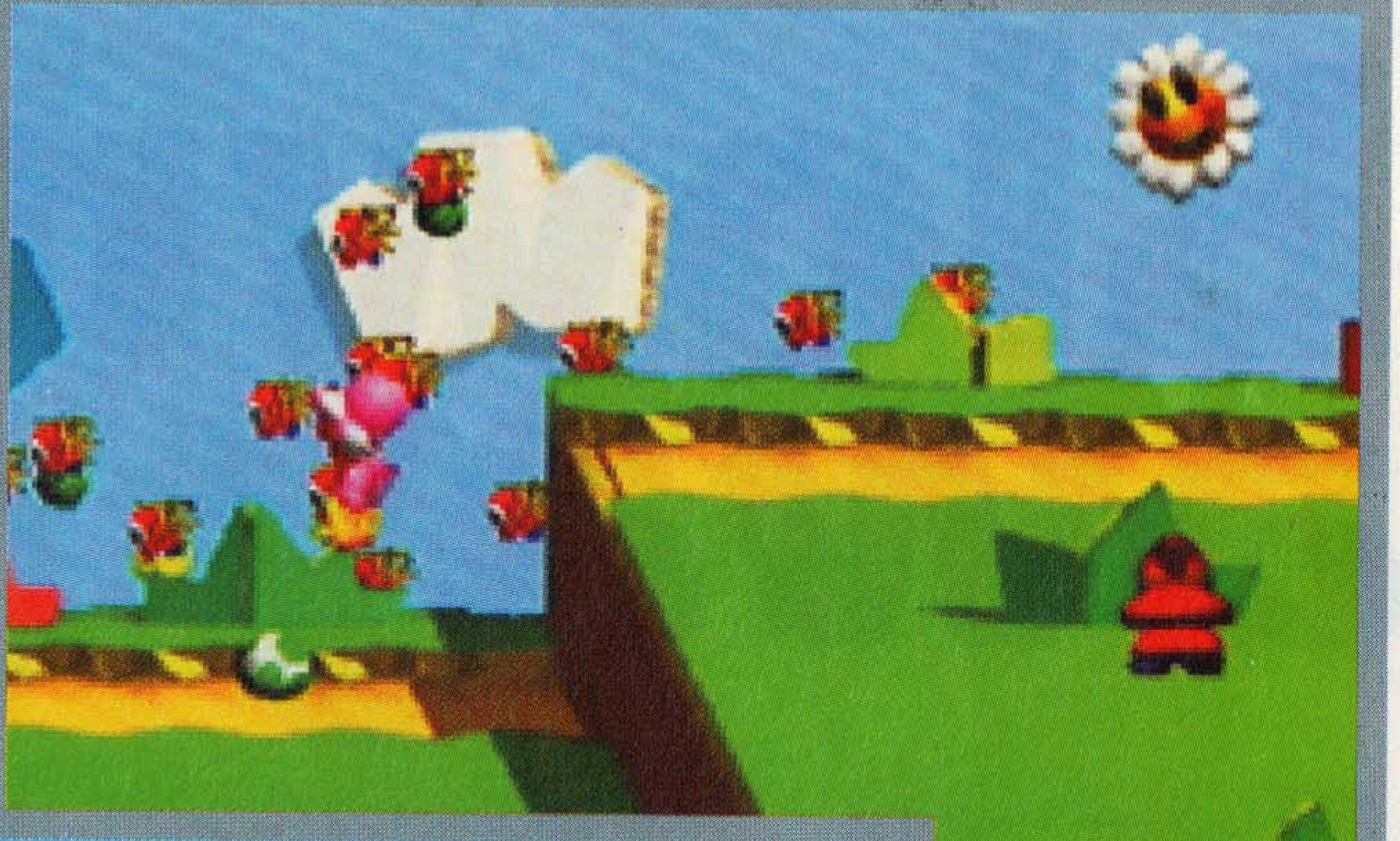
NEW PICS!

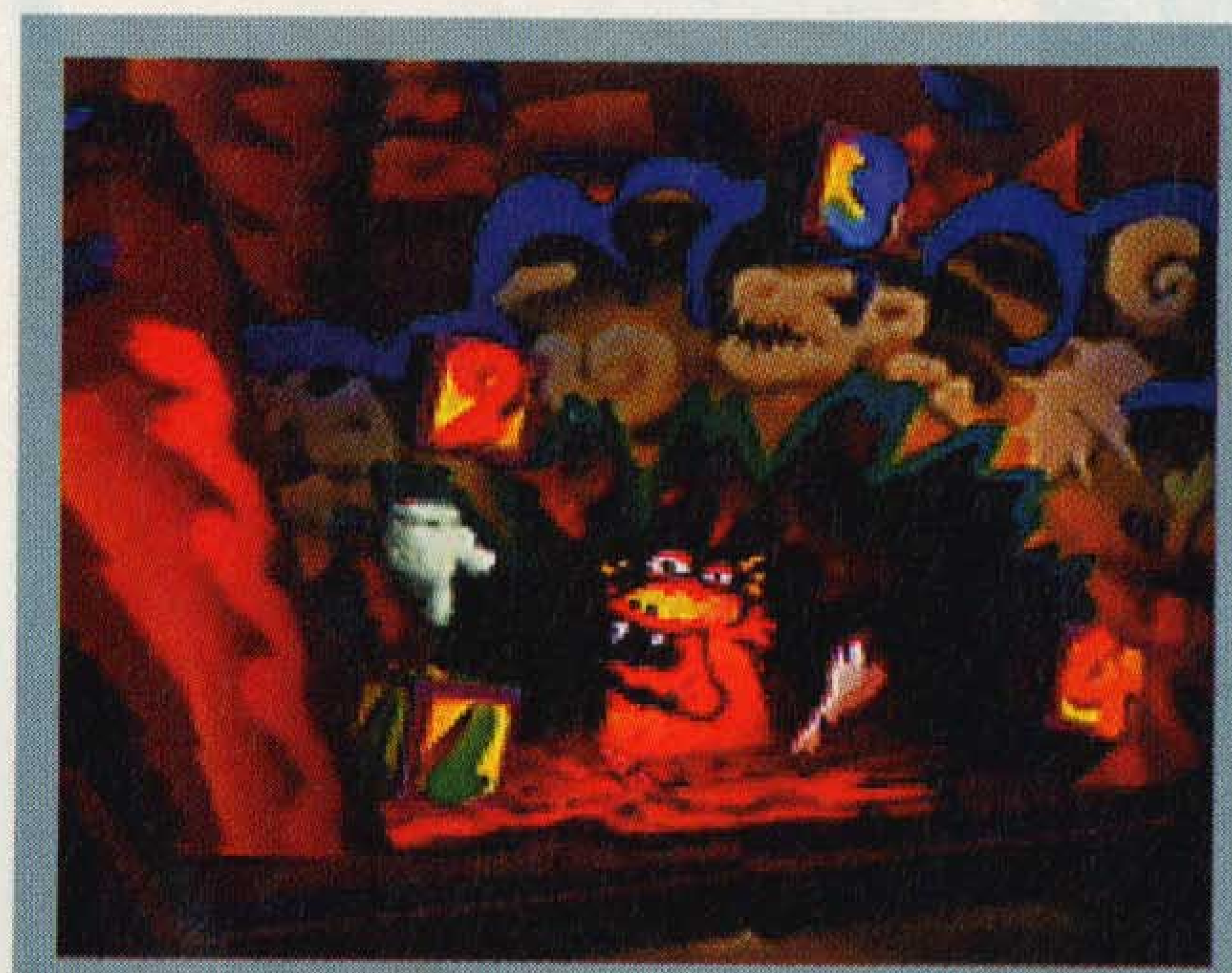
The big *Yoshi* news this month is that the game now has a definite-this-is-it-we-mean-it-this-time release date (*Just like your magazine* – Disgruntled Reader). It's the 12th of December in Japan, a date now triple underlined with red pen on the **N64** wallplanner. The 12th! That's only 28 days!

However, when new pictures of Miyamoto and co's next extravaganza arrived on our office doorstep this month, they – sadly – appeared alongside no new game information whatsoever. Not that we really expected Nintendo of Japan to suddenly feed us a slew of game factoids.

Still, by the very beauty of these stonking new screenshots – and the well-acknowledged, concrete-solid nature of Nintendo's past releases – you'd wager any level/character/scenario-style happenings would fit in snugly alongside a game that looks ever more magical each day.

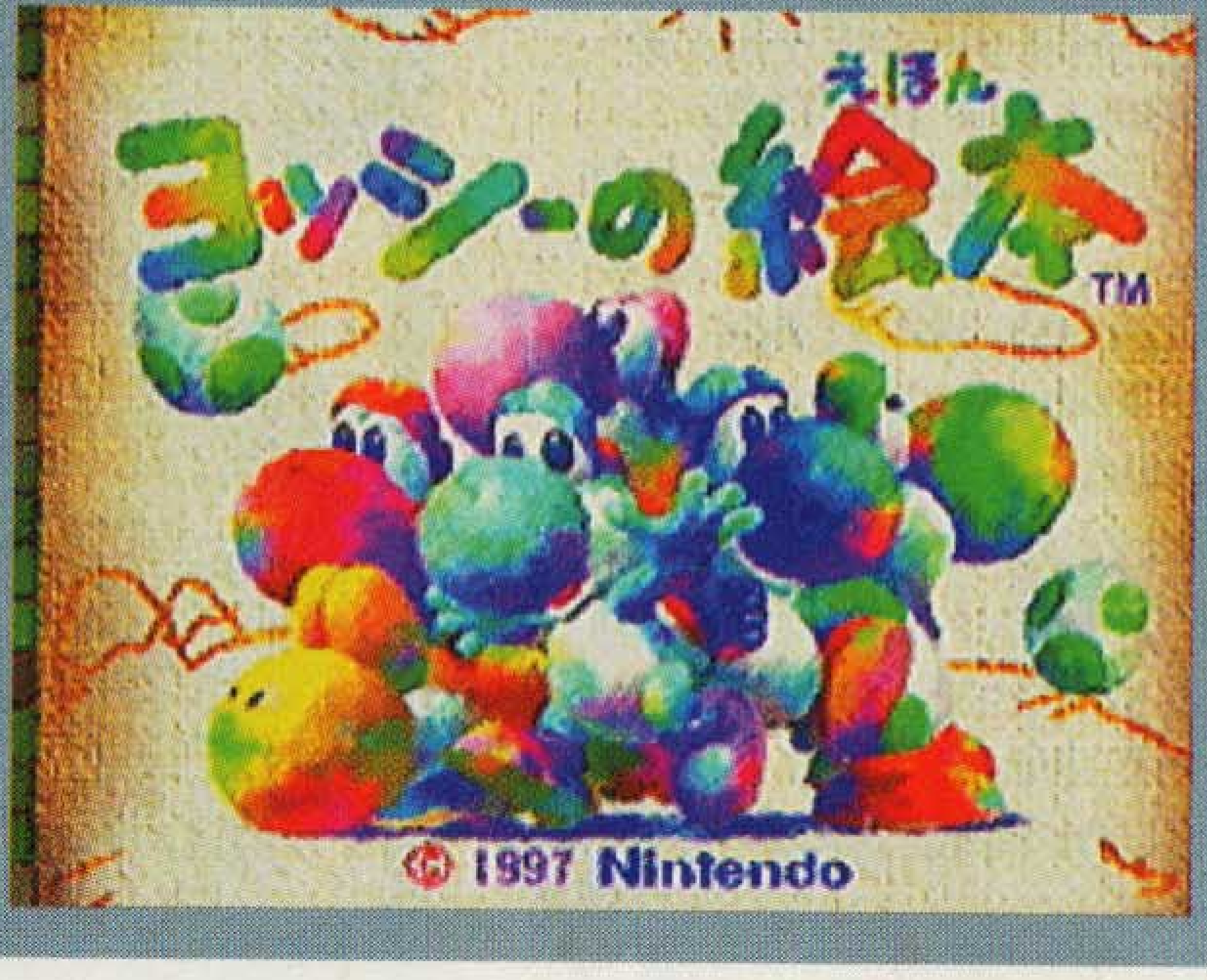
And, if our exclusive four-page meanderings through the heart of *Yoshi's Story* weren't enough for you last month, here's a healthy spadeful more…

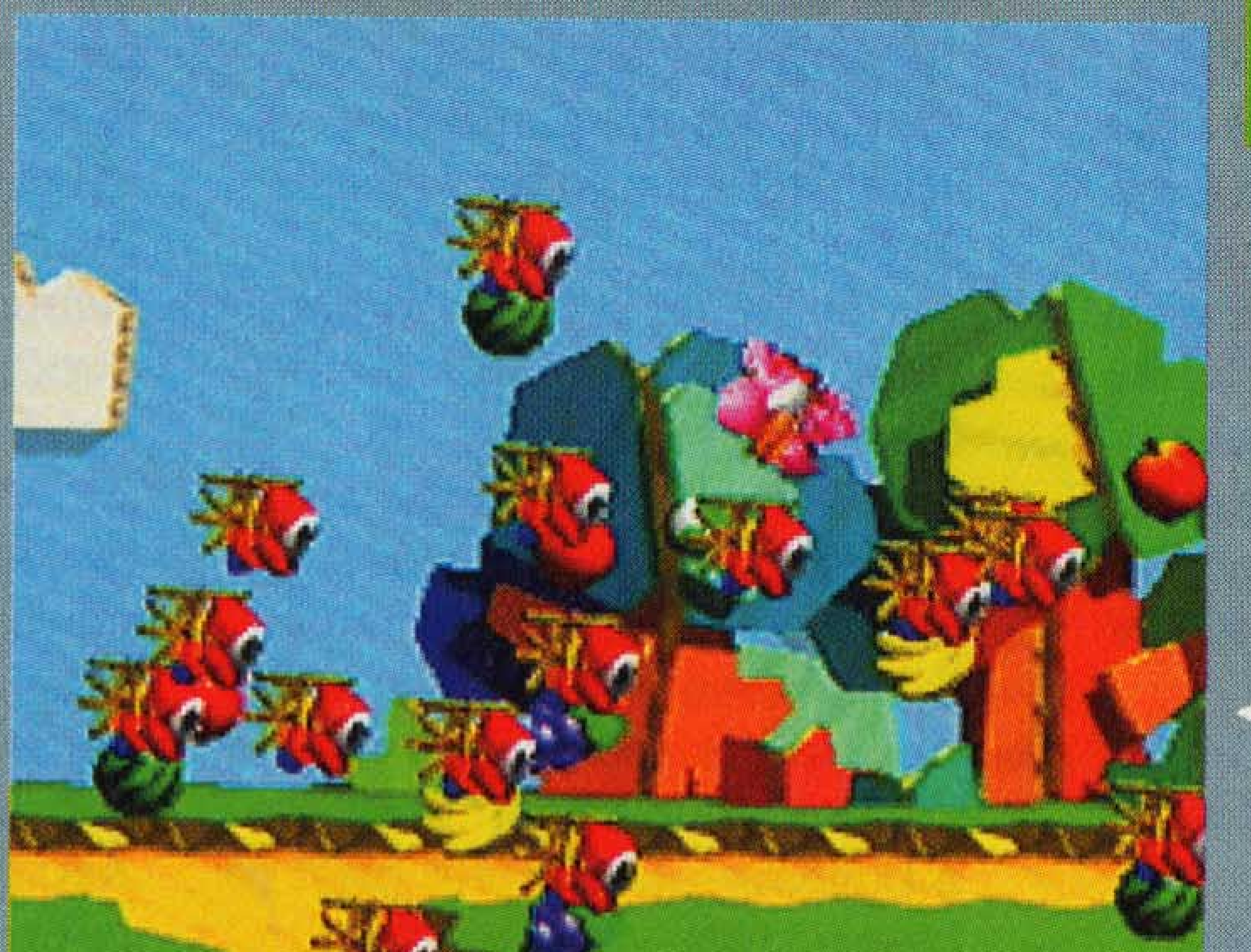




Dark goings on in Yoshi's Story. But what a story it'll be. When he gets out of here. Which he might not.

The title screen, then. An integral part of any game. Hope there's some nice music to go with it.





'Ray! The red-clobbered Shy Guys are back and ready to deal out some havoc...

...especially when they team up together. Pink Yoshi's got a bit of a leap on him, mind.

GO! GO!

Revel in it

NEW PICS!

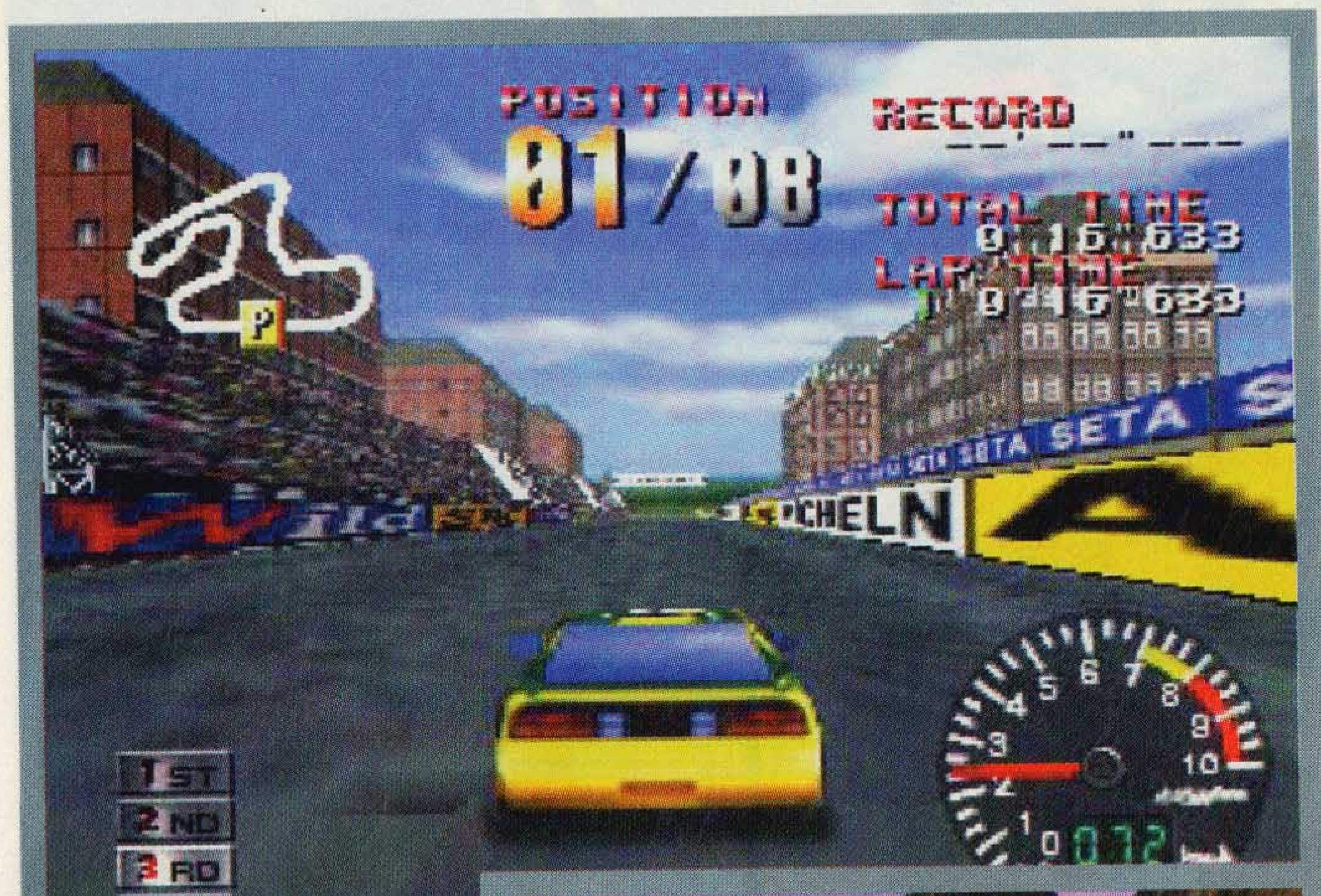
REV LIMIT

SETA	64M	??	● WINTER '97	WINTER '98

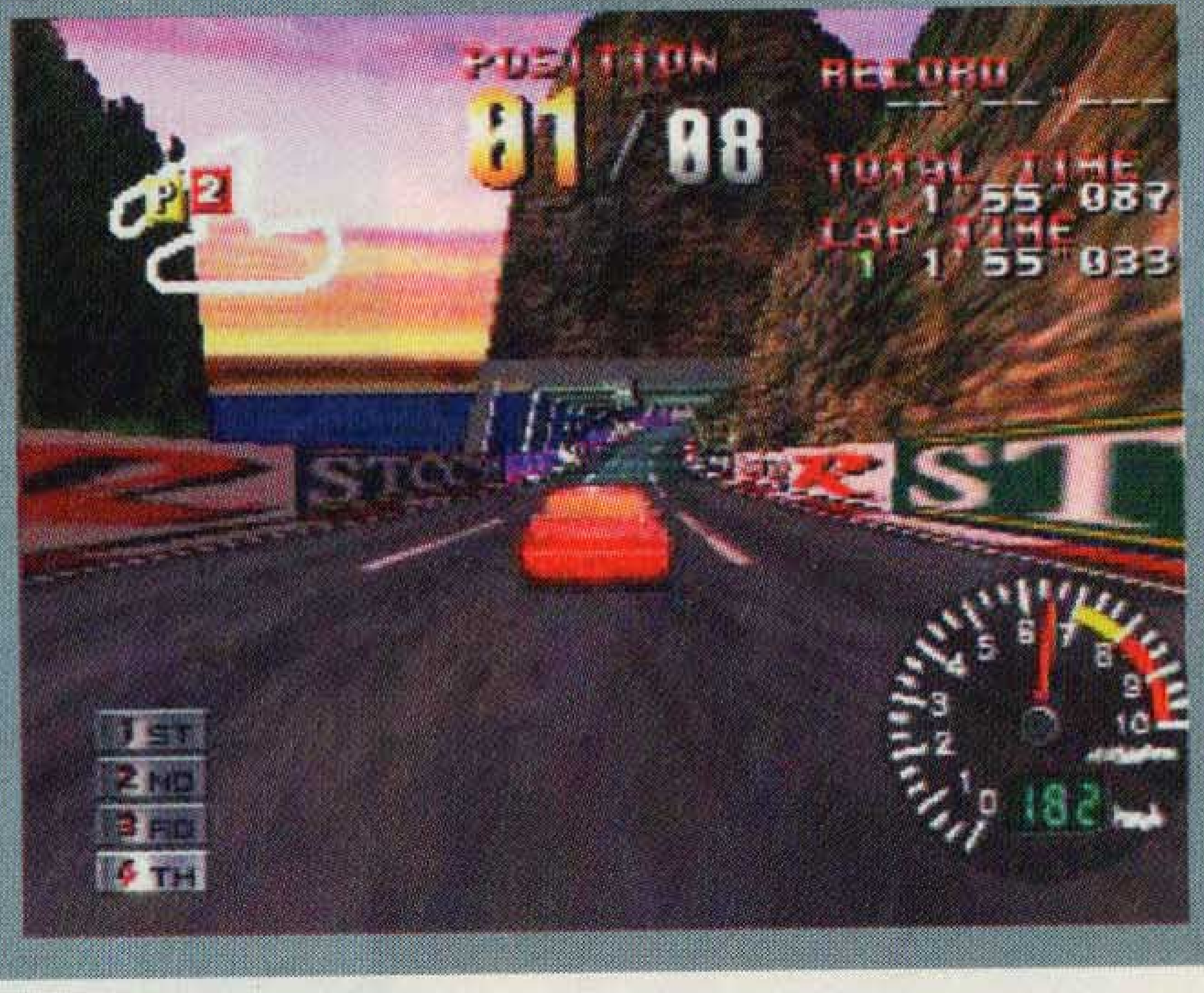
New pictures this month from Seta HQ of *Rev Limit*, the N64's fourth serious rally game, and the last to be released before Chrimbo (hopefully).

Its firm November release date, though, has been knocked on the head after Nintendo of Japan had a quick gander at it and deemed it in need of a bit more work. So it's been taken in-house at Kyoto for some industrial-strength tweaking. (Allegedly, Big Cheese Yamauchi turned the Seta staff into stone when he stared at them after playing it.)

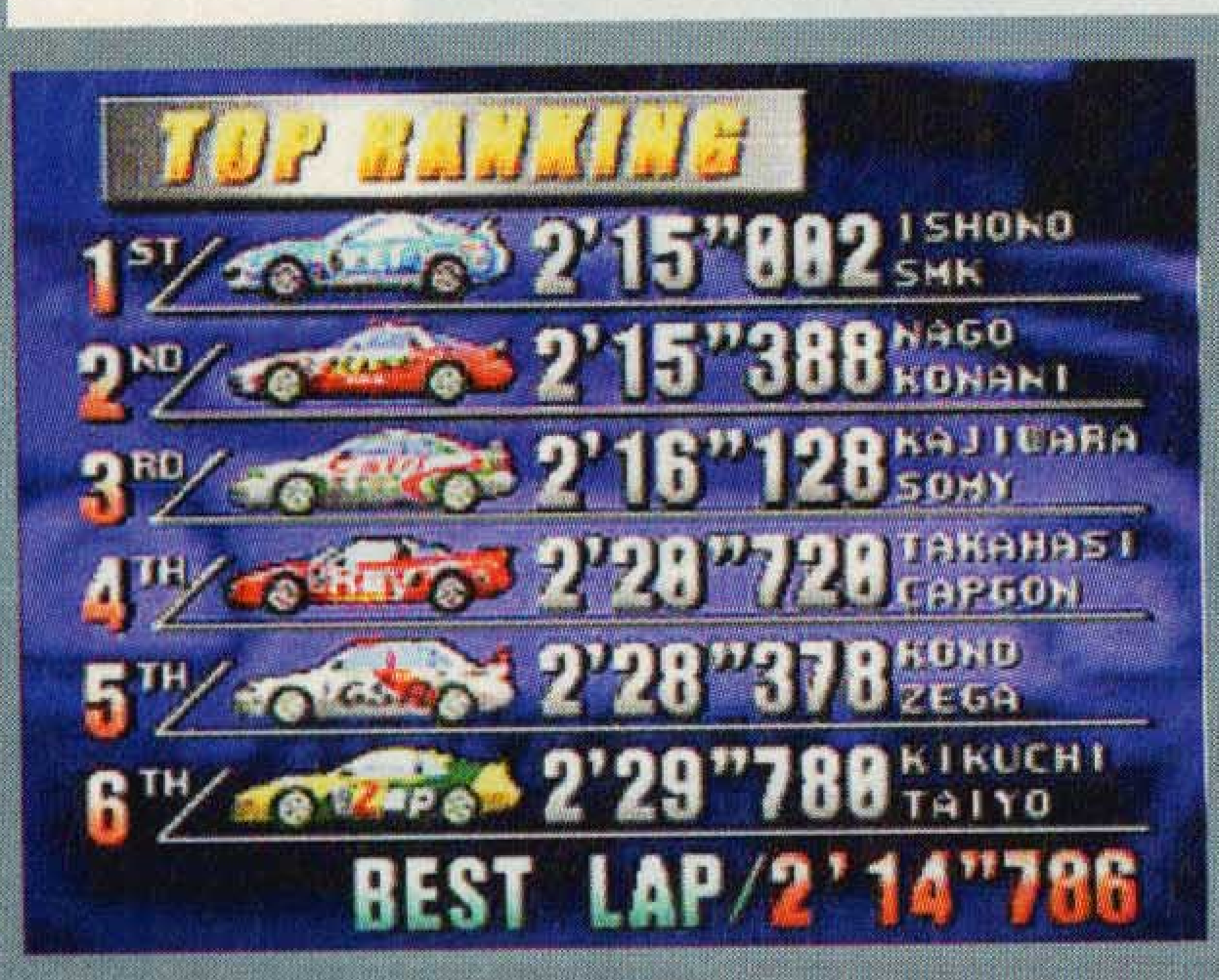
Quite what will be done to the game by Nintendo isn't clear but it should ensure the release date is nicely pushed back to December. A review soon. We hope.



△ This looks really rather good. But, Nintendo o' Japan obviously don't think so.



Maybe because the cars all look like the ones out of the PlayStation's Ridge Racer. Huh? Maybe. ▷



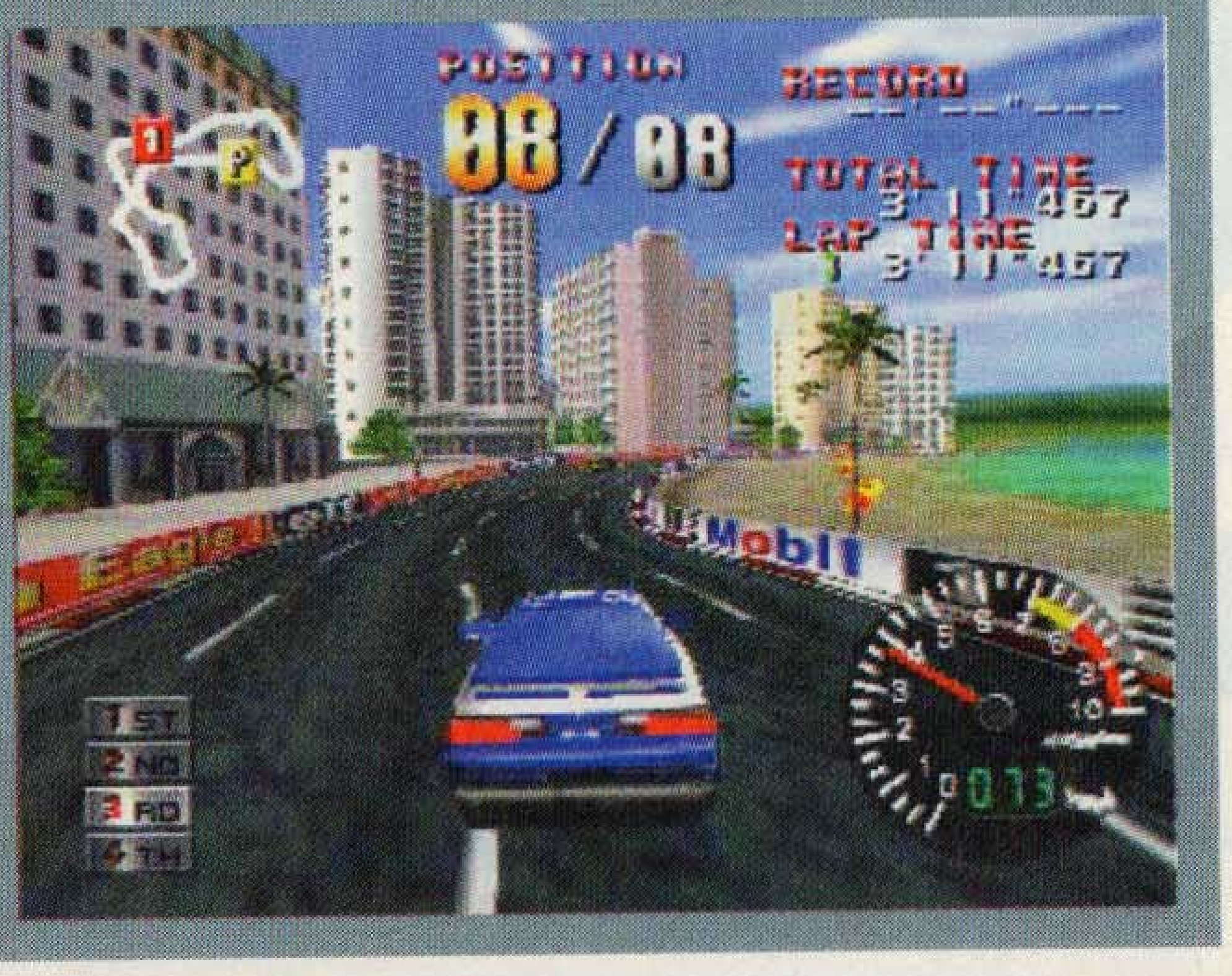
TOP RANKING

1ST	2'15"882	ISHONO SMK
2ND	2'15"388	NAGO KONANI
3RD	2'16"128	KAJIWARA SOMY
4TH	2'28"728	TAKAHASI CAPGON
5TH	2'28"378	KONO ZEGA
6TH	2'29"780	KIKUCHI TAIYO

BEST LAP/2'14"786

△ Best laps? Oh, we'll be getting plenty of them when the game appears in our January issue.

▽ Nice beach front. Hotels, crystal clear sea and steaming great cars.



Blown away

NEW INFO!

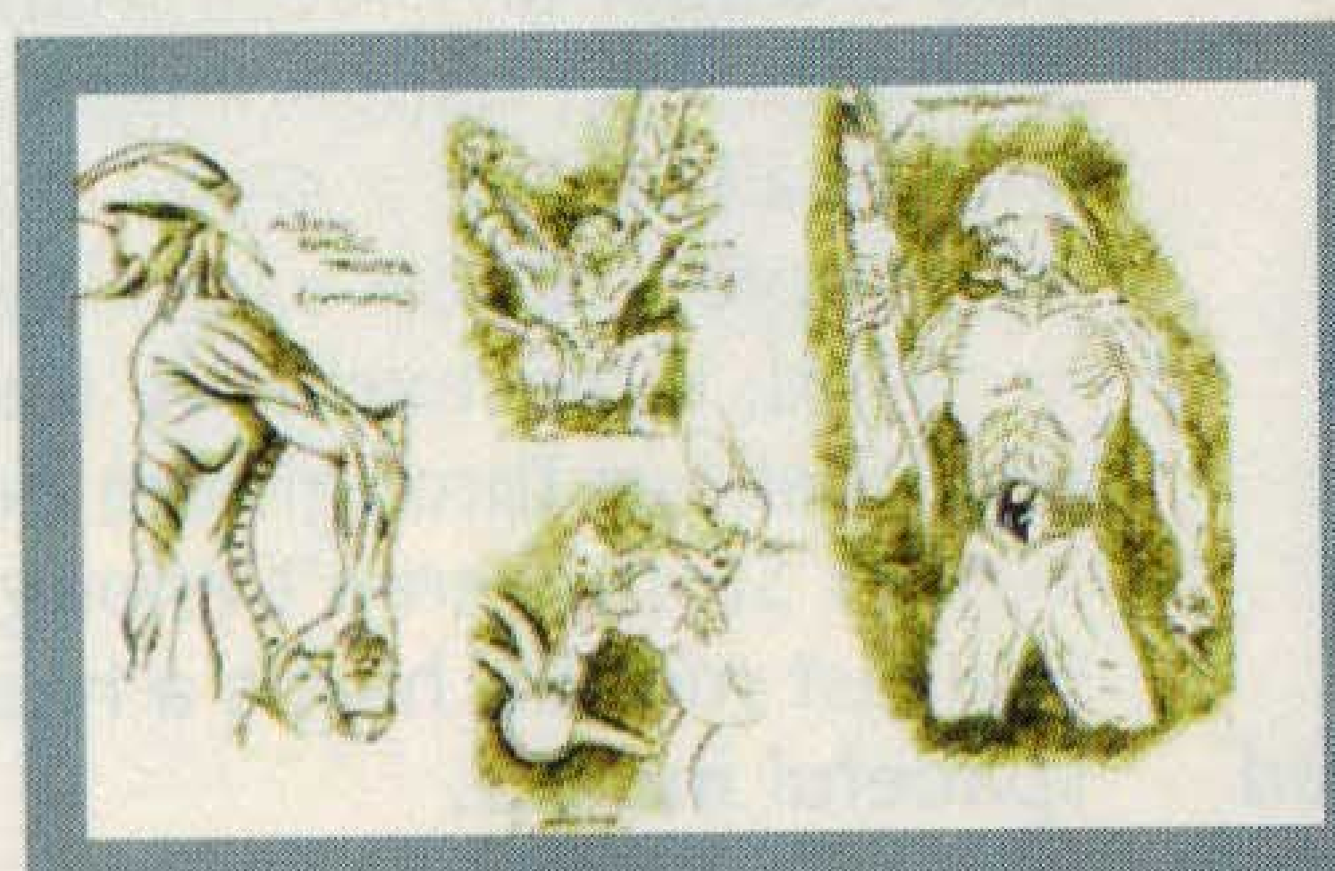
THORNADO

FACTOR 5	64M	??	1998	1998

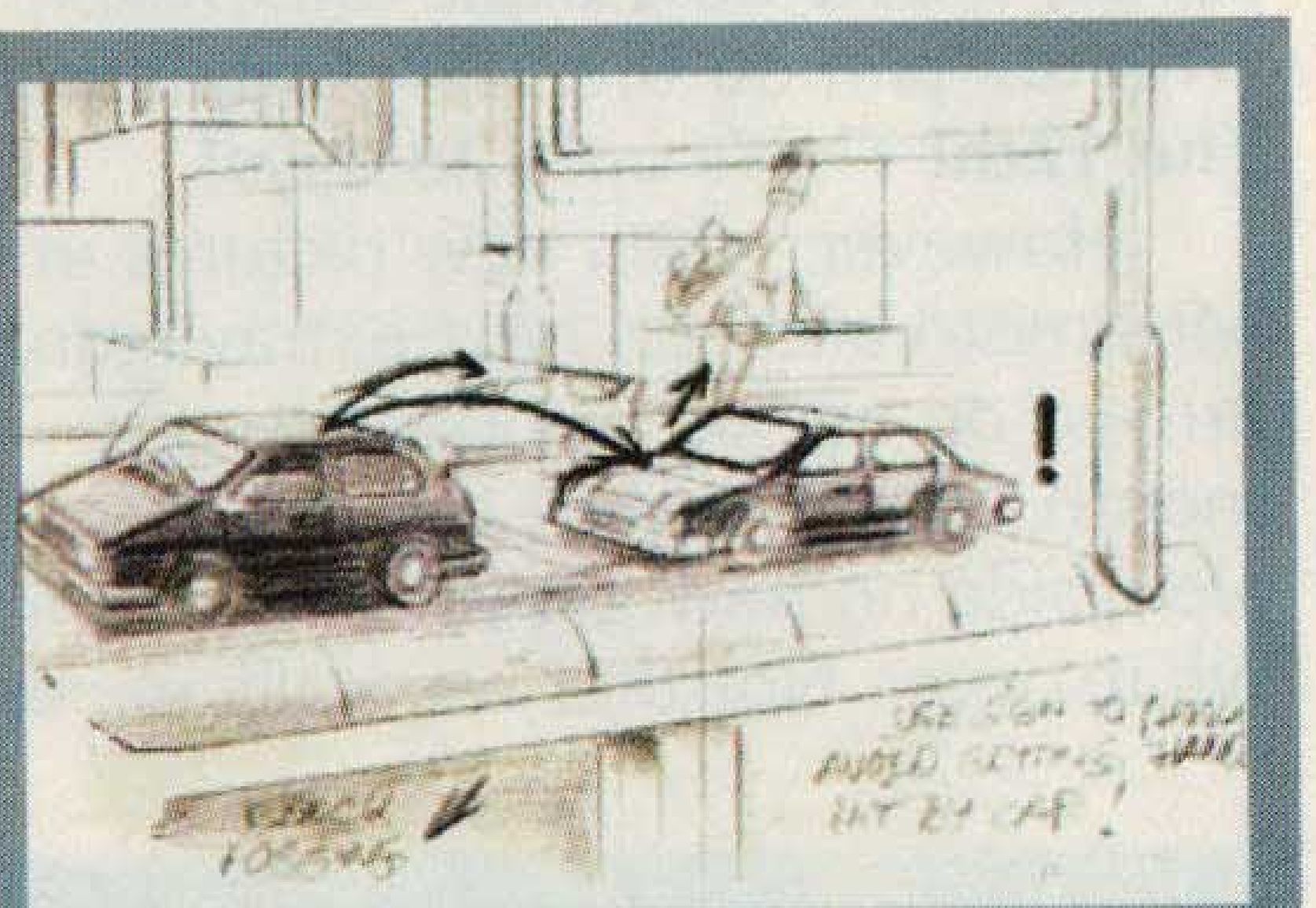
Looking forward to *Turrican 64*? Of course you are. But, you'll have to wait longer than you thought. See, Factor 5 – the company originally pencilled in to do *Turrican* in 64-bit – have failed to reach an agreement with Soft Gold, the European publisher who still hold the rights to *Turrican*. So, instead, the game formerly known as *Turrican 64* will actually be titled – ludicrously – *Thornado*. (And, in the process, cease to have anything to do with *Turrican* at all). It will, though, be the game that *Turrican* was going to be. Phew.

So, what can you expect from *Thornado*? Well, wind weapons, for starters. (Though quite what the aitch has got to do with anything we're not sure). Presumably things need a bit of livening up in outer space as the Tornado Gun herein provides a building-obliterating blast of blowy stuff – as does the similarly refreshing Hurricane Gun. More traditional weapons are also included as is the old SNES platforming favourite, the Grappling Beam, which allows you to swing from one point to another (in *Castlevania* style, hmm?).

Weapons aside, not much is known about the newly-revised *Turrican* but here's hoping it doesn't even *compare* with Factor 5's last console venture, *Rebel Assault 2*. More information very soon we hope…

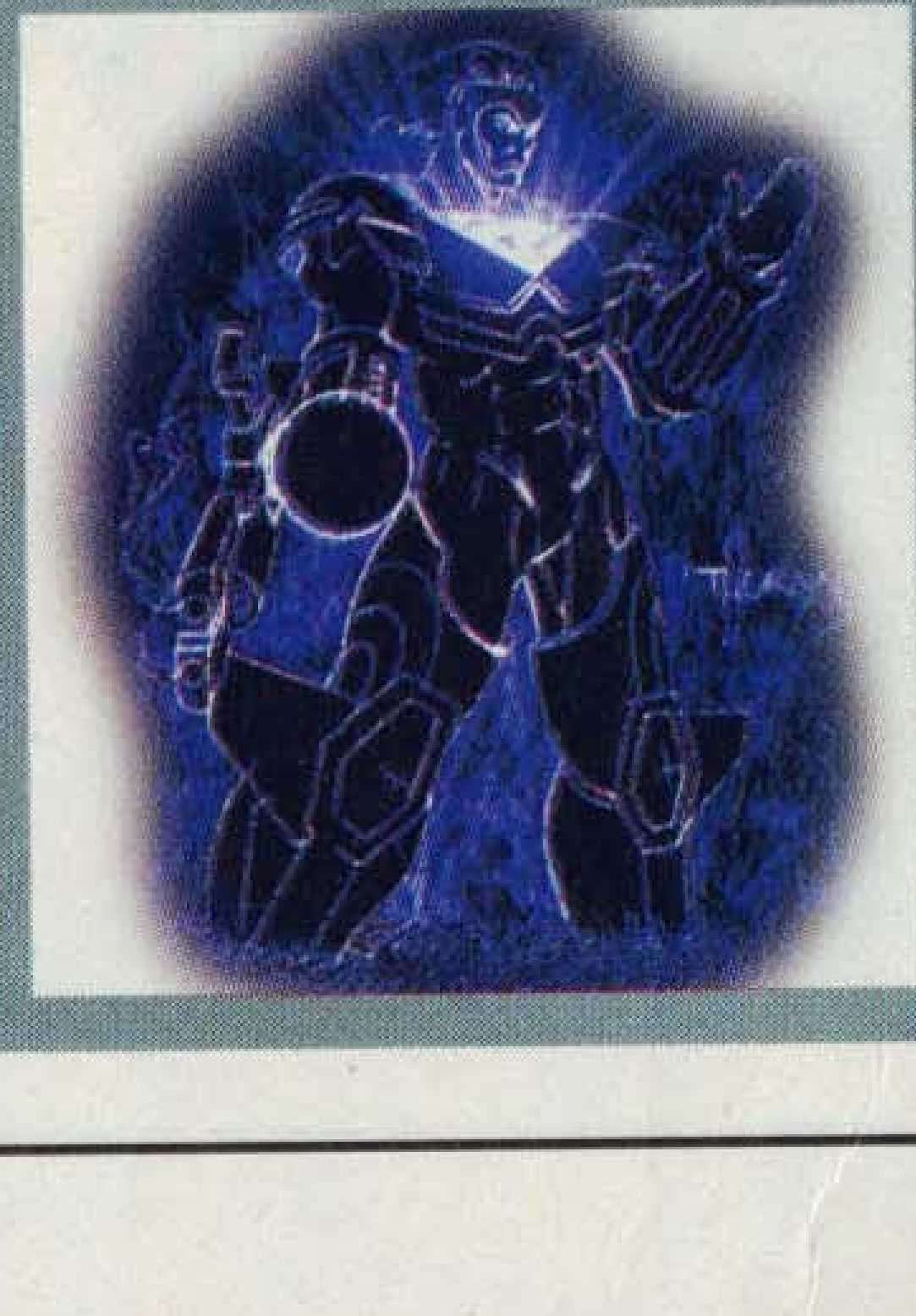


△ Not much can be seen from these early drawings.

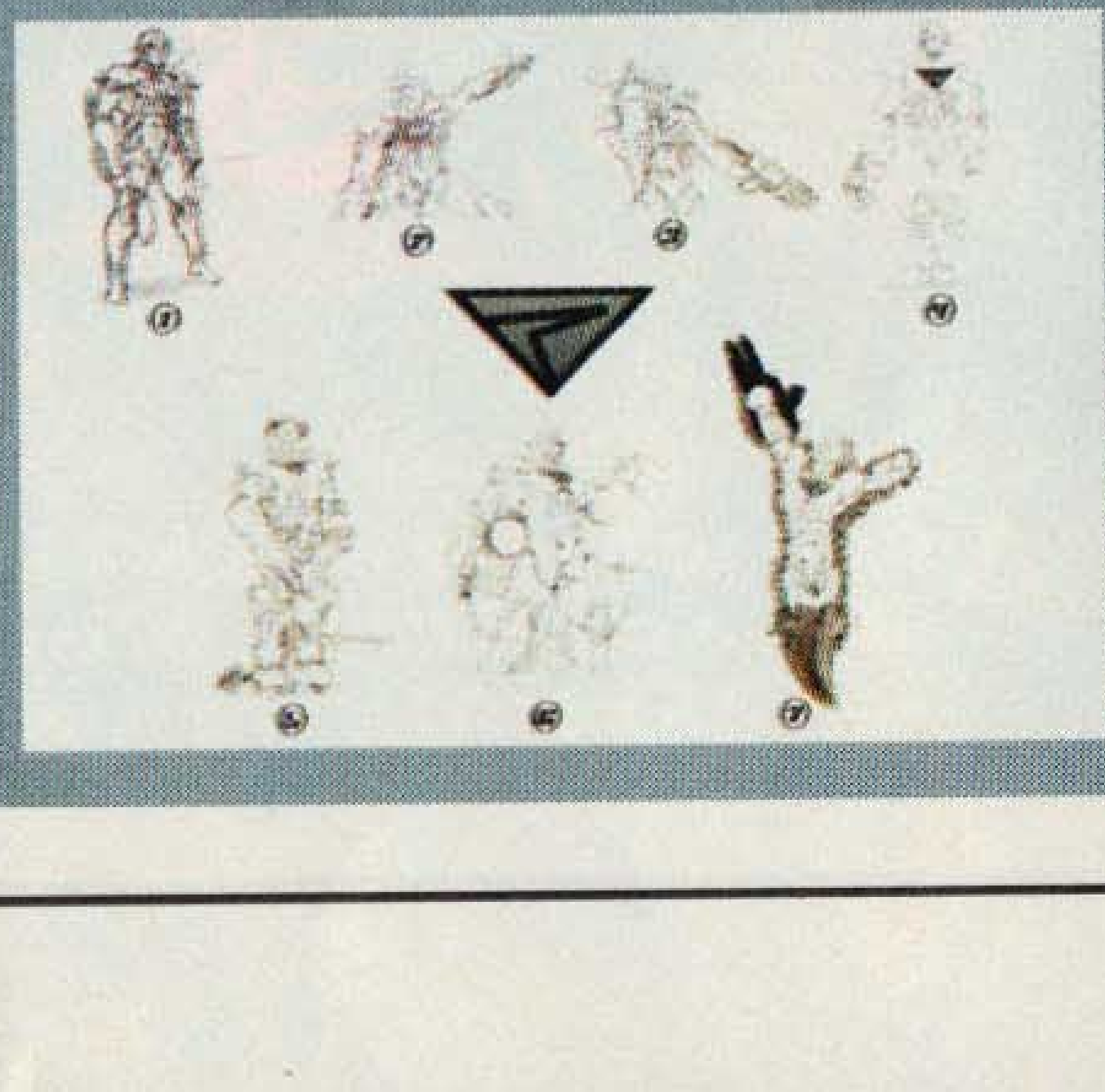


△ Looks like some sort of dinosaur. Sort of. Well, those are definitely cars.

That's more like it. Big, brash and in colour. We like it. ▽



A host of Thornado-style character sketches. These are EXCLUSIVE to us. Nice. ▽



RPG NEWS

WITH WIL OVERTON

Believe it or not, this month's *Zelda* update takes second place to some brand new RPG news!

Dungeons and drag-ons

FUSHIGI NO DUNGEON 64

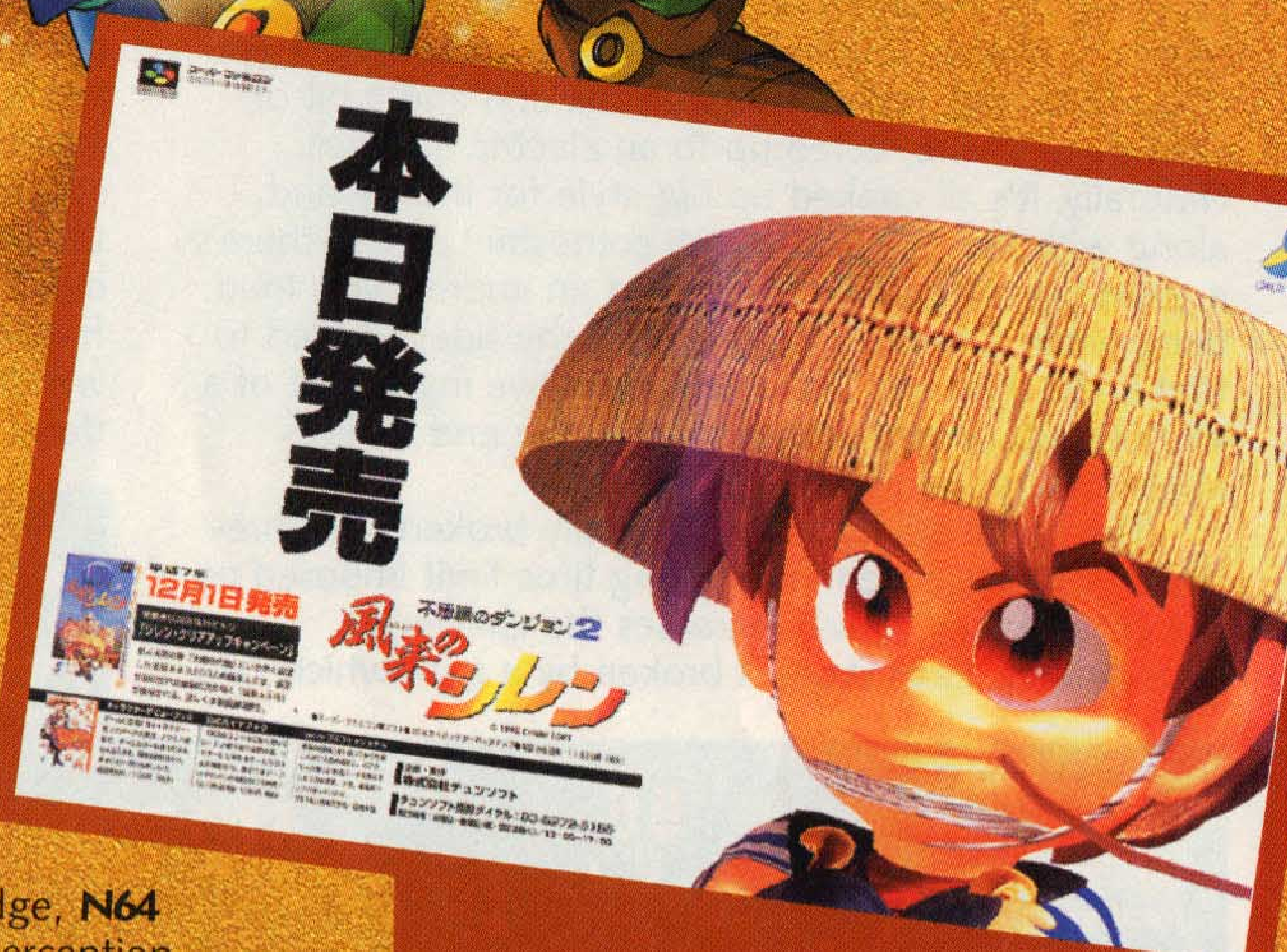
CHUN SOFT	TBA	1	● TBA	TBA

Good news for N64 owners who have ever dabbled in that most pointy-hatted of hobbies, Dungeons and Dragons. Japan's most famous console version – Chun Soft's *'Mysterious Dungeon'* series – is on its way to the Nintendo 64.

For those still scratching their heads in confusion, the easiest way to understand how this popular series works is to imagine a typical Japanese RPG, but set entirely in a dungeon that is randomly generated each time you play. Although you'll meet and battle familiar monsters the layout of each game is completely different.

The series originally started as a sort of *Dragon Quest* spin-off, with fat adventurer Torneco starring in *Torneco's Great Adventure*. Since then there have been *Mysterious Dungeon* games on the Super Famicom (Japanese SNES) and the Game Boy. Even the mighty Square have enlisted Chun Soft's help in creating their own *Mysterious Dungeon* for the PlayStation, starring *Final Fantasy*'s Chocobo.

Although it's still early days, and Chun Soft aren't saying whether or not the project's bound for disk or cartridge, **N64** Magazine will stick its knarled wand of perception out and say that a 64DD game is by far the most likely option. And with Nintendo revealing that there is actually more third-party DD development than there is for cartridge, a formal announcement at Nintendo Space World '97 later this month would seem a certainty. We'll get James to keep a beady eye out.


本日発売
12月1日発売
不思議のダンジョン2
風来のシレン

△ *Chun Soft's* Fushigi No Shiren 2 (Dungeon Of Mystery) *for the SNES was a huge success in Japan. Even though none of the games have ever been released in the West hopes remain high for the newly announced N64 version.*

LEGEND OF ZELDA 64

NINTENDO	256M	1	● TBA	TBA

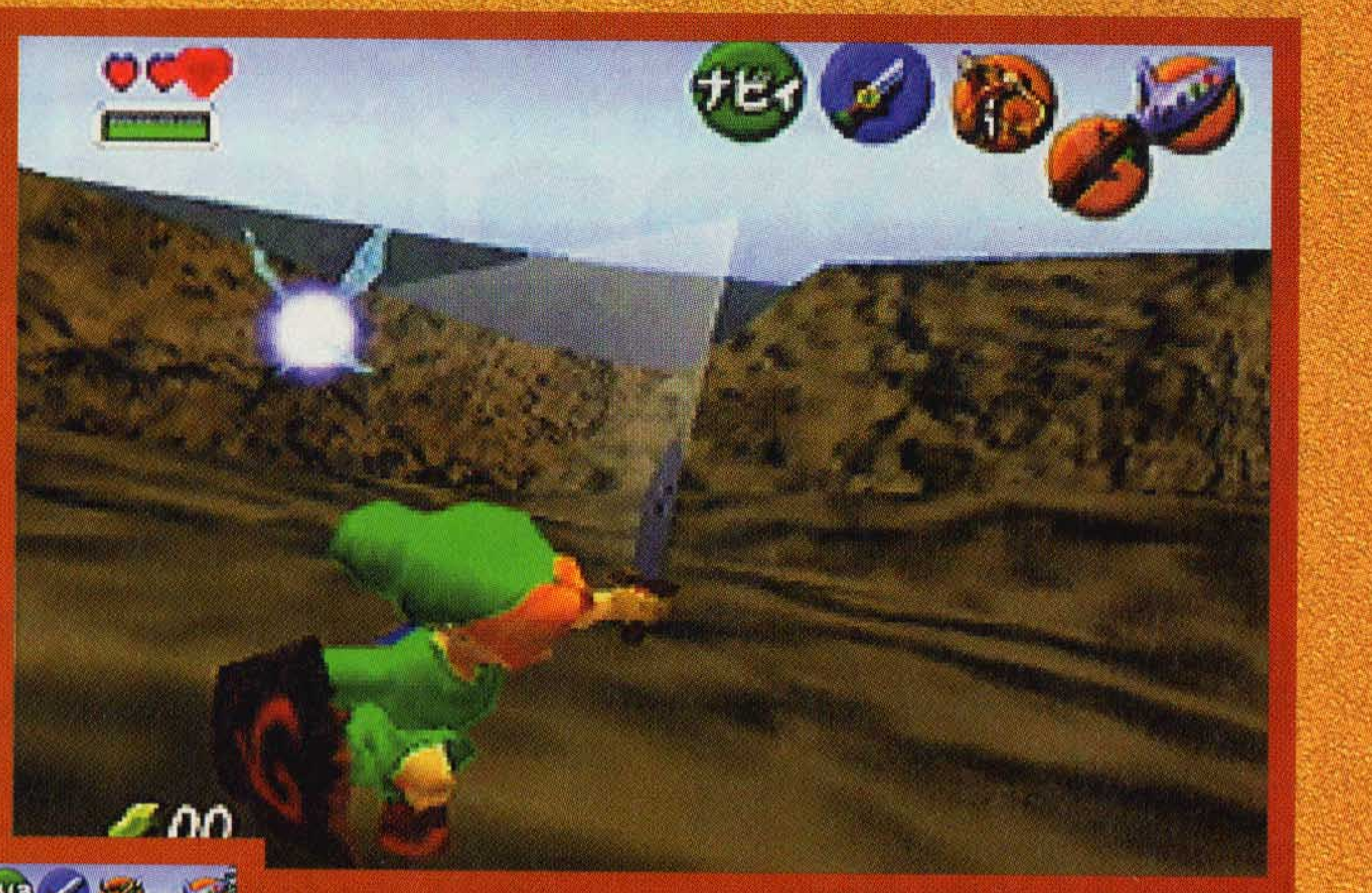
Hurrah! Never a month seems to go by where we don't get some new titbit or other about how *Zelda*'s shaping up. And thank the celestial magic of the Triforce that this month is no exception.

First of all, last issue's mystery of Link appearing in screenshots as a child seems to have been neatly incorporated into the storyline. The Tower of Time is where everything happens, and you can expect to see Link in full Marty McFly mode as he travels back and forth in time in search of arch nemisis Gannon.

But Link returning to his childhood is more than just a cosmetic change. Young Link (as we've seen fit to dub him) makes use of a different set of weapons to his grown-up other-self. Instead of the bow and arrow he'll use a sling shot, and whereas Old Link wields a hefty sword, Young Link can only manage a pokey little dagger with which to defend himself (ahh, bless).

The youngster also draws the short straw when it comes to transport. The horse that's recently been appearing can only be ridden by the older Link. But fear not, you'll be pleased to know that the youngsters inability to gallop off into the sunset is more than made up for by the game giving the player the ability to name Link's horse.

As always expect lots more *Zelda* news next month.



△ *Link travels back in time to his younger self with the help of the Ocarina of Time.*

◁ *The list of strange items in Zelda seems to change almost daily. Miyamoto's latest revelation is the mysterious Writing Stone. Could it be this that allows you to input your own choice of name for Link's horse?*

GO! GO! ▷

DENRYU IRA IRA BOU

HUDSON | 64M | 1-2 | DECEMBER | NEVER (EVER)

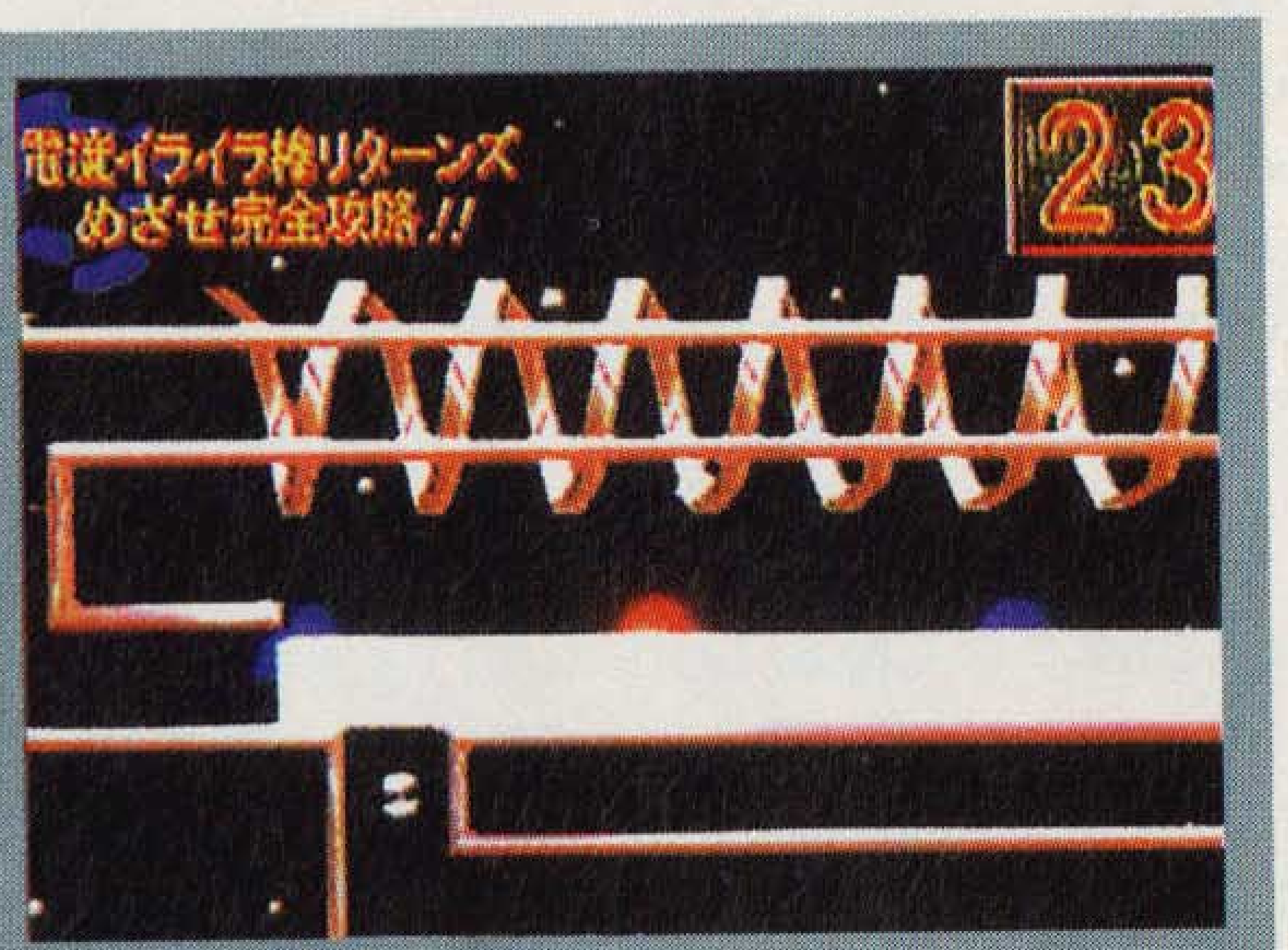
Hectic electric

Based on a weekly Japanese TV show (there's a huge arcade version of it too), this game is short on thrills but surprisingly high on tension.

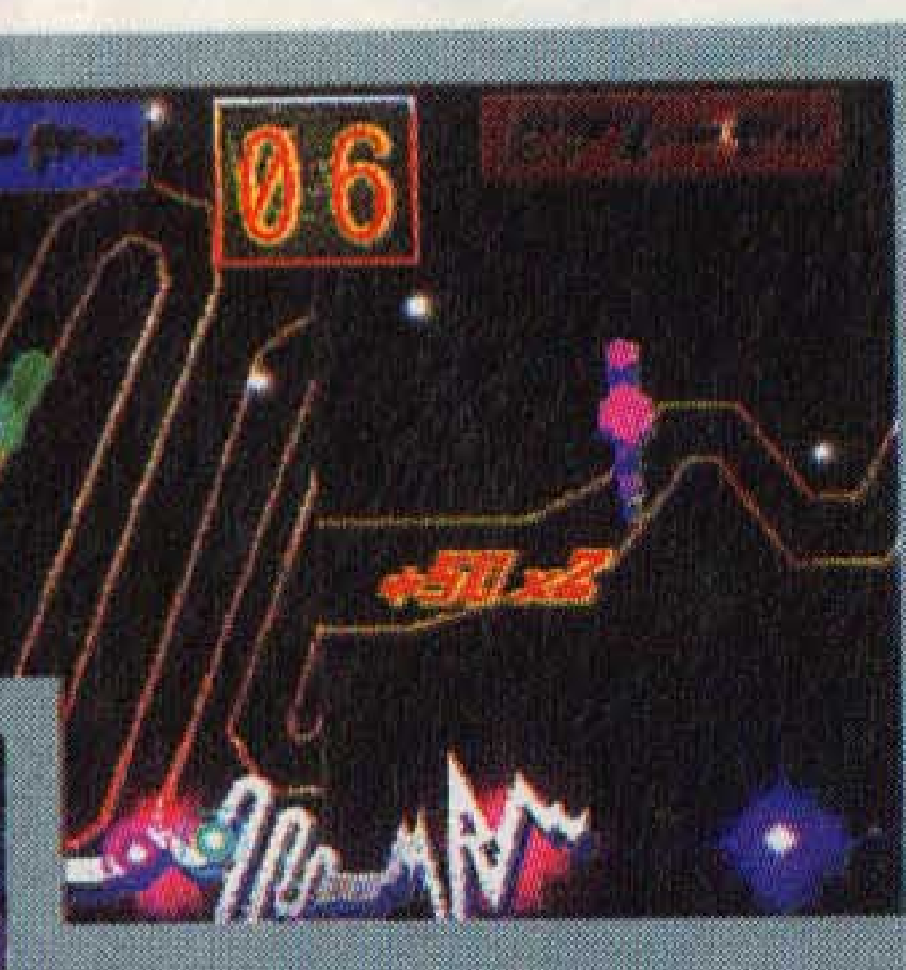
The TV game works like this: people dress up in a helmet, goggles and skateboard-style protection kit and, amidst truck-loads of dry ice and a big fanfare, try to take a metal pointy thing along a special course without touching the metal guide rails. Yes, basically, it's a giant replica of that frustrating Sunday fête game where you had a little stick with a hoop on the end and a bit of bent copper wire, wired up to an electric doorbell. Naturally, it's all cooked up big-style for the TV and, along with the silly get-up the contestants wear, there's a great big flash of electricity and an impressively loud bang when you mess it up and hit the sides. Added to that is the vital and extremely attractive ingredient of a ¥1,000,000 prize if you make it to the end – that's about five grand in real money.

The metal rail course is generally broken into three stages and there's an unforgiving time limit imposed on the proceedings, which increases the challenge considerably. Each stage is broken by a gate which allows you to rest ready for the next bit. The course itself though is miles more difficult than that fête game, comprising sets of non-synchronous wheels, opening and closing flaps, rockers and other strange machinations. That would be hard enough but then the actual rails also twist and turn in three dimensions. Not as easy as it looks, eh? A literal translation of the game's title comes out as 'Electric-current frustrating stick'.

Courses include the exact one used on the telly, along with a new one specially for the N64 – you even get in-game announcements from the TV show's excitable host. The whole thing is rather underwhelming considering the capabilities of Nintendo's machine and the bog-standard nature of the game, but if the developers manage to bring in half of the tension, and, frankly, irritation, of the original then they may well have a winner on their hands – only you don't get to win a million yen.

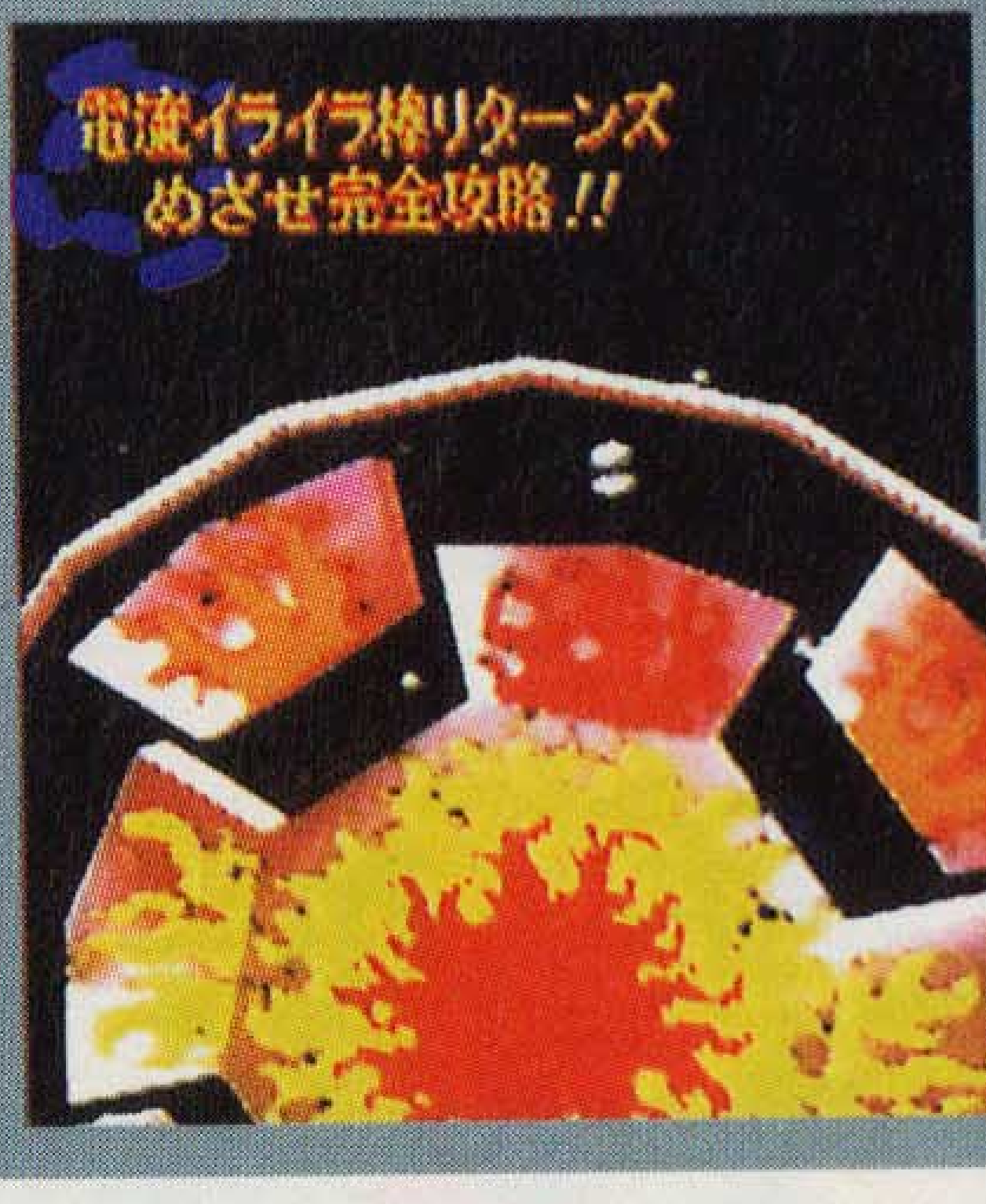


It's certainly not the cutting edge of technology.



Looks really good, this. Um, yep. Really, er, good.

This'll be a bit like those things they have at fun fairs, then.



A big thing. A big firey thing. With padel-type-things all around the sides.

Prepared for take off

AERO FIGHTERS ASSAULT

PARADIGM/VIDEO SYSTEM SUPPLY | 64M | 1-2 | NOVEMBER 21 | TBA

The final configuration for *Aero Fighters Assault* has at last been confirmed by the Japanese half of the game's development partnership, Video System Supply. It seems the game will be a seven-levelled shoot-'em-up, along the lines of *Afterburner*, with four extra missions as bonuses.

Players will be able to pilot any one of five real-life planes and you can have up to three wingmen in support of your aerial attack antics.

We have to admit that we're a bit worried about *Aero Fighters*. The version Tim played at E3 was, and we quote, "dump". Seven levels with four as bonus? Hardly sounds like a game that'll be troubling us for months. Finally, James is still in shock from playing Sega's truly awful Sky *Target* on the Saturn – a game that this bears an all-too worrying resemblance to.

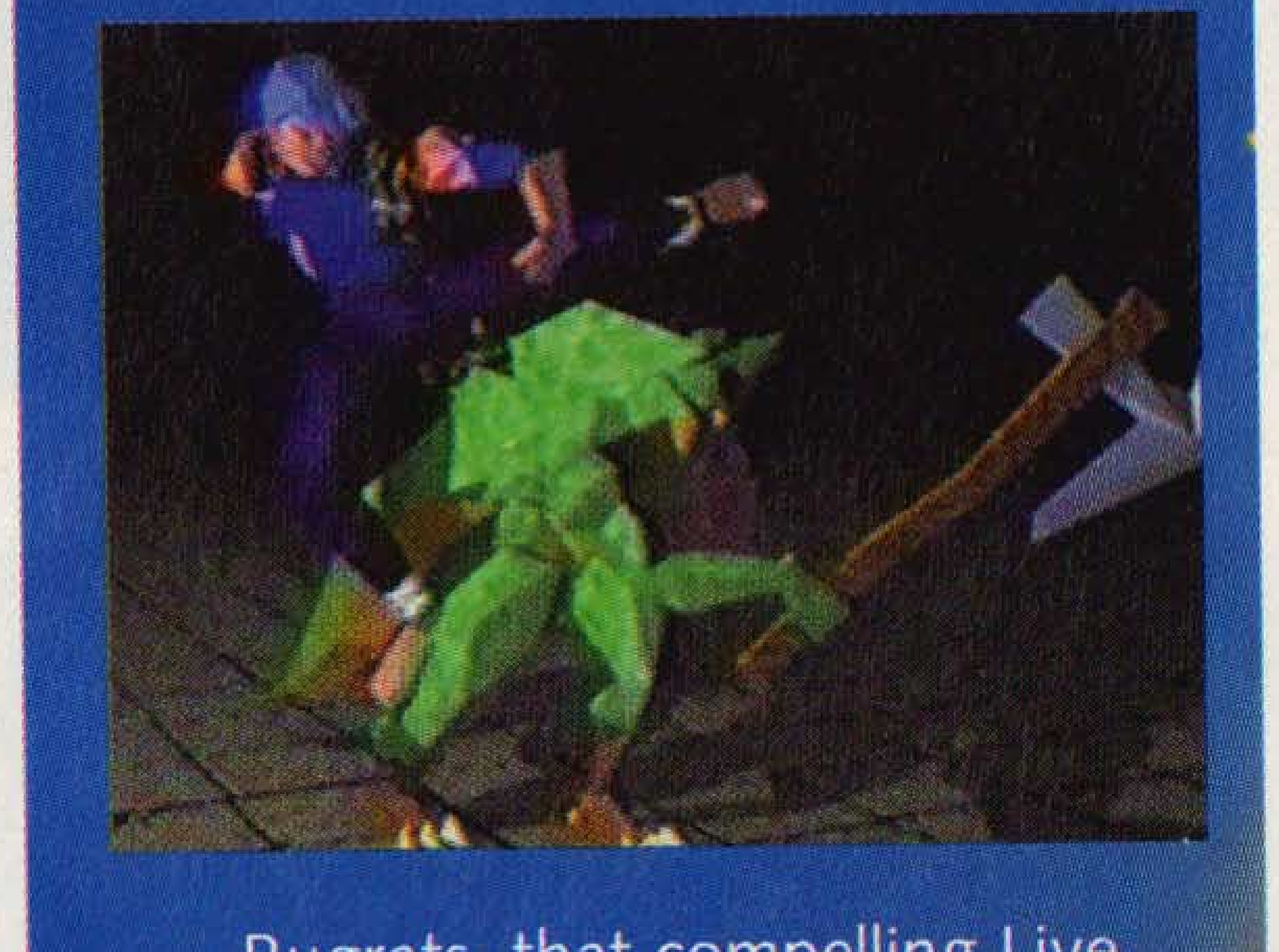
There's no room for cynicism in **N64** Magazine, though, and issue 11's review will approach the *Aero Fighters Assault* open of mind and fresh of finger.

An ear to the ground

Reports abound in Japan this month that Capcom's N64 puzzle game (still, as yet, untitled) will be based on *Tetris* and star Mickey Mouse and Donald Duck. Spokesperson Noritaka Funamizu certainly pointed towards this, and the inclusion of Disney favourites Mick and Don wouldn't seem so out of place considering *Street Fighter*'s makers have, previously, dabbled in Uncle Walt's universe with *Mickey's Magical Quest* et al.

Mission: Impossible, then. Once scheduled for November – that's *now* – then March '98, it's now slipped to an unannounced date beyond that. The troubled title, currently nestling in the Gallic-tinged Infogrames nest (readying itself for some Grade A tweaking), is rumoured to have cost Ocean and their French partners a cool £2 million over the past three years. And, sadly, the latest footage doesn't look too hopeful either.

A new video of *Castlevania 64* has been bandied about by Konami in Japan over the past few weeks with a significant story twist to accompany proceedings. It would seem there are now four main characters: Schneider – Simon Belmont's second/third/fourth/something cousin who's also a vampire hunter – magical-power-woman Carrie, fighter-bloke Corler and acrobat Cornel. Nice, that.



Rugrats, that compelling Live and Kicking-filler on a Saturday morning, is being turned into an N64 game by wrestling pioneers T•HQ. The details are a bit sparse at present but rest assured it'll have Chucky, Angelica, Tommy and those twins with the spoddy eyes in it. Obviously.

And, finally, *Freak Boy*. What to make of it. It was confirmed, then cancelled, then confirmed, then cancelled and now it's been confirmed again. But Virgin UK are remaining schtum. (In truth, we'd wager, *they* don't even know). So, expect another cancellation soon...

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

	Game name	Publisher	Type	Country
November				
4	MK Mythologies: Sub Zero	Midway	FGT	US
7	GoldenEye 007	Nintendo	ACT	UK
11	Madden 64	EA	SPT	US
11	San Francisco Rush	Midway	RAC	US
14	Bomberman 64	Nintendo	ACT	UK
21	Top Gear Rally	Nintendo	RAC	UK
24	Diddy Kong Racing	Rare	RAC	US
28	Famista 64	Namco	SPT	JPN
28	Lamborghini 64	Nintendo	RAC	UK
28	Duke Nukem 64	GT	SHT	US/UK
	Chameleon Twist	JSS	ACT	JPN
	Clayfighter 63 1/3	Interplay	FGT	UK
	Final Doom 2	GT	SHT	US
	Joust X	Midway	SHT	US
	NFL Quarterback Club '98	Acclaim	SPT	UK
	WCW vs NWO: World Tour	THQ	SPT	US
	Yoshi's Island 64	Nintendo	ACT	JPN
	64 Ozumo	Bottom Up	SPT	JPN
December				
6	Diddy Kong Racing	Rare	RAC	UK
12	Mischief Makers	Nintendo	ACT	UK
19	Augusta Masters 98	T&E Soft	SPT	JPN
20	NBA In the Zone '98	Konami	SPT	US
25	Top Gear Rally	Kemco	RAC	JPN
	Biofreaks	Midway	–	US
	Holy Magic Century Eltale	Imagineer	RPG	JPN
	Hyper Olympics	Konami	SPT	JPN
	Nagano Winter Olympics	Konami	SPT	JPN
	Zelda 64	Nintendo	RPG	JPN
1997				
aut.	Flying Dragon Fist Twin	Culture B.	–	FGT
aut.	Pachinko World 64	Shoei	ETC	JPN
aut.	Professional Mah Jong	Athena	TAB	JPN
aut.	Morita Shogi 64	Seta	TAB	JAP
aut.	Rev Limit Seta	RAC	JAP	
aut.	RoboTech: Crystal Dreams	Gametek	SHT	US
aut.	Sim City 2000	Imagineer	SLG	JPN
aut.	VR Pro Wrestling	Asmik	FGT	JPN
wint.	Fighter's Destiny	Imagineer	FGT	JAP/UK
	Aero Fighters Assault	Video Sys.	SHT	US
	Aero Gauge	ASCII	RAC	JPN
	Attack!	Midway	–	US
	Dead Ahead	Optical	–	JPN
	Dual Heroes	Hudson	FGT	JPN
	F Thomas 'Big Hurt' Baseball	Acclaim	SPT	US
	FIFA: World to World Cup	EA	SPT	US/UK
	Final Round 64	Konami	SPT	JPN
	Flight Simulator*	Video Sys.	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Human Wrestling	Human	SPT	JPN
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	Legion X	Hudson	–	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mischief Makers	Nintendo	ACT	UK
	Mission: Impossible	Ocean	ACT	US/UK/JPN
	Namco Baseball	Namco	SPT	JPN
	Reason	Imagineer	–	JPN
	Rebel Moon Rising	Midway	–	US/UK
	Saikyo Habu Shogi	Seta	TAB	JPN
	Space Circus	Ocean	ACT	US/UK
	Super Real Island	Seta	–	JPN
	Tamagotchi 64	Bandai	RPG	JPN
	Tokon Road	Hudson	SPT	JPN
	Ultimate Racer	Acclaim	RAC	US
	Ultra Combat	GT	–	US
	Wet Corpse	Vic Tokai	–	JPN
	Wild Choppers	Seta	SHT	JPN
	World Championship Wrestling	THQ	SPT	US
	XSW-1	Video Sys	–	JPN
January 1998				
	Nagano Winter Olympics	Konami	SPT	US
February 1998				
	Mystical Ninja 64	Konami	RPG	US
	G.A.S.P.!~Fighters' NEXTream	Konami	FGT	JPN/US/UK
	Yoshi's Story	Nintendo	ACT	US
March				
30	Ken Griffey Jr	Nintendo	SPT	US
16	Banjo-Kazooie	Nintendo	ACT	US/UK/JPN
	Conker's Quest	Rare	ACT	US/UK/JPN
	Jungle Emperor Leo	Nintendo	ACT	JPN
	Mario Artist 64DD	Nintendo	ETC	JPN
	Pocket Monster 64DD	Nintendo	RPG	JPN
	Sim City 64DD	Nintendo	SLG	JPN
	Sonic Wings Assault	Video Sys.	SHT	JPN
	Zelda 64DD	Nintendo	RPG	JPN
1998				
early	Centipede X	Midway	SHT	US
early	San Francisco Rush	Midway	RAC	UK
spr.	Jungle Emperor Leo	Nintendo	–	JPN
spr.	Ken Griffey Jr Baseball	Nintendo	SPT	US
wint.	NHL Breakaway '98	Acclaim	SPT	US
wint.	Unreal	GT	ACT	US
	Body Harvest	Nintendo	SHT	US
	Earthworm Jim 3D	Interplay	ACT	US/UK
	F-Zero 64	Nintendo	RAC	JPN/US/UK
	Flights of the UN	Video Sys.	SHT	JPN
	Forsaken	Acclaim	ACT	US
	Hybrid Heaven	Konami	ACT	US/UK/JPN
	Jurassic Park 2	Dreamworks	–	US
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Mother 3	Nintendo	RPG	JPN
	NBA Jam 98	Acclaim	SPT	US
	Quake 64	GT	SHT	US/UK
	Quest 64	THQ	RPG	US
	Quest for Camelot	Titus	–	US
	Sim Copter	Maxis	SIM	US
	Super Robot Spirits	Banpresto	–	JPN
	Superman 64	Titus	ACT	US
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	7th Legion	DMA/Epic	–	US
	Actua Golf	Interplay	SPT	US
	Blade & Barrel	Kemco	SHT	JPN
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	Freak Boy	Virgin	ACT	US
	GEX: Enter the Gecko	Midway	ACT	US/UK
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Jeopardy	Gametek	PUZ	US
	Jikkyo Golf Tournament 98	Konami	SPT	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Knife Edge	Kemco	SHT	US
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Paperboy 64	Mindscape	–	US/UK
	Pro Baseball King 2	Imagineer	SPT	JPN
	Robotron X	Williams	SHT	US
	Silicon Valley	BMG	ACT	US/UK
	Snowbow Kids	Atlus	SPT	JPN
	Snow Speeder	Imagineer	SPT	JPN
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Tonic Trouble	Ubi Soft	–	US
	Turok 2	Acclaim	SHT	US/UK
	Turrican 64	Factor 5	SHT	US
	Twisted Edge Snowboarding	Kemco	SPT	US
	Ultra Descent	Interplay	SHT	US/UK
	VR Baseball	Interplay	SPT	US
	Wetrix	Ocean	PUZ	US/UK
	Wheel of Fortune	Gametek	PUZ	US

* *working title*

KEY					
				SHT	SHOOT-'EM-UP
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

TOP 5 IN THE UK

Source: ChartTrack

1. LYLAT WARS
2. MARIO KART 64
3. M-RACING CHAMPIONSHIP
4. SUPER MARIO 64
5. ISS64

TOP 5 IN JAPAN

Source: Dengeki 64 + Famitsu

1. BOMBERMAN 64
2. WORLD SOCCER 3
3. GANBARE GOEMON
4. SUPER MARIO 64
5. GOLDENEYE 007

TOP 5 IN THE USA

1. MACE: THE DARK AGES
2. GOLDENEYE 007
3. TOP GEAR RALLY
4. MULTI RACING CHAMPIONSHIP
5. STARFOX 64

TOP 5 IMPORTS

Source: Project K

1. TOP GEAR RALLY
2. GOLDENEYE 007
3. EXTREME G
4. MISCHIEF MAKERS
5. BAKU BOMBERMAN

N64 MAGAZINE

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 →
The Legend of Zelda 64
Nintendo
Release TBA

2 →
F-Zero 64
Nintendo
Release TBA

3 ↑
Castlevania 64
Konami
Release TBA

4 ↑
Banjo-Kazooie
Nintendo
Winter

5 ↑
Yoshi's Story 64
Nintendo
Feb 1998

6 ↓
Diddy Kong Racing
Nintendo
November

7 ↓
Super Mario RPG 2
Nintendo
Release TBA

Super Mario RPG (SNES) shown

8 →
Mother 3
Nintendo
March 1998

9 →
Holy Magic Century
Imagineer
Autumn

10 NEW!
Fighter's Destiny
Ocean
January

Bubbling Under: *Hybrid Heaven* (Konami), *San Francisco Rush* (Midway)

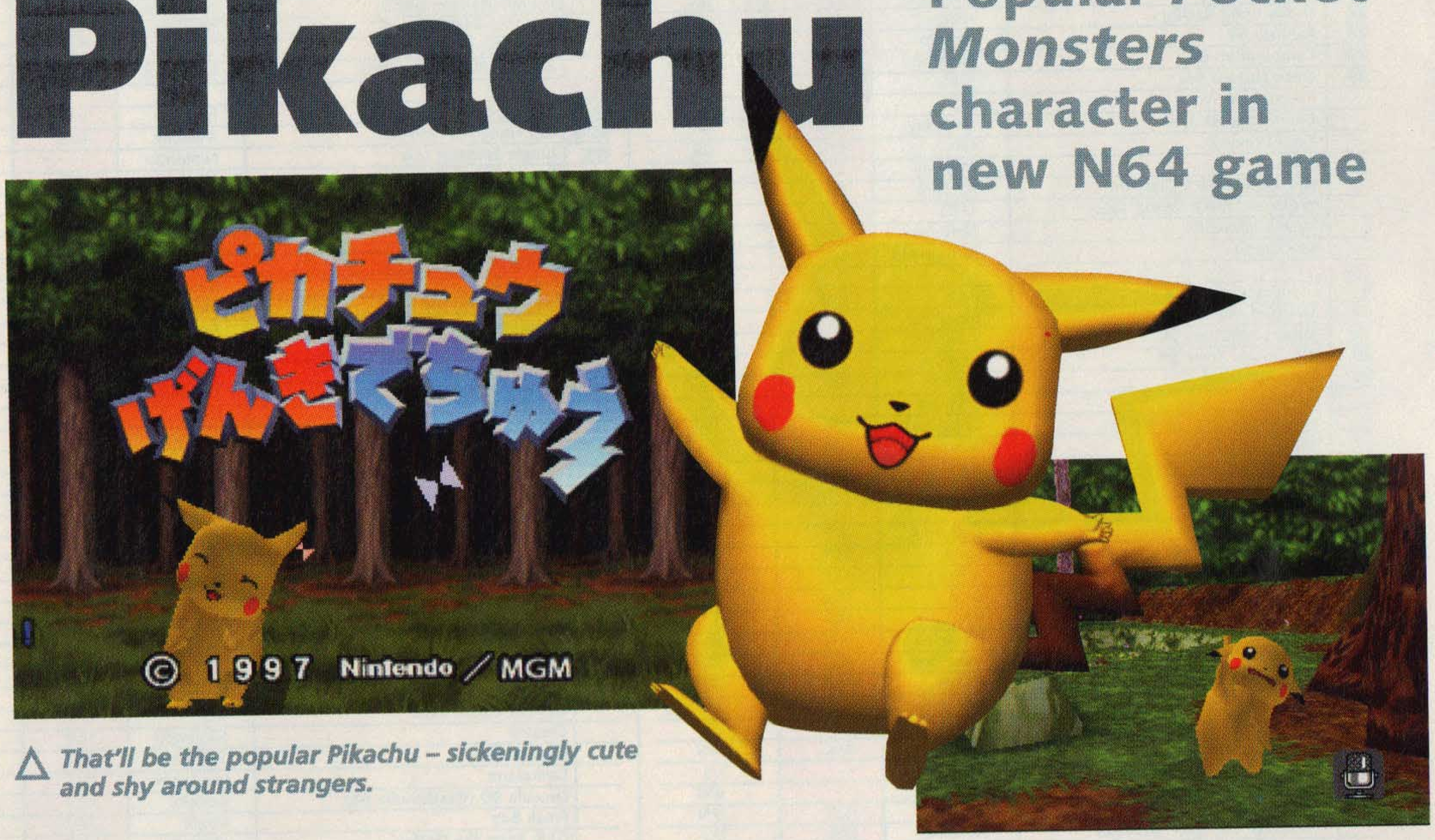
ゲーム日本

GAME JAPAN

Monthly report from inside the home of Nintendo 64.
By Game Japan/Recca-sha Corp. (www.rcp.co.jp/recca/)

Playing with Pikachu

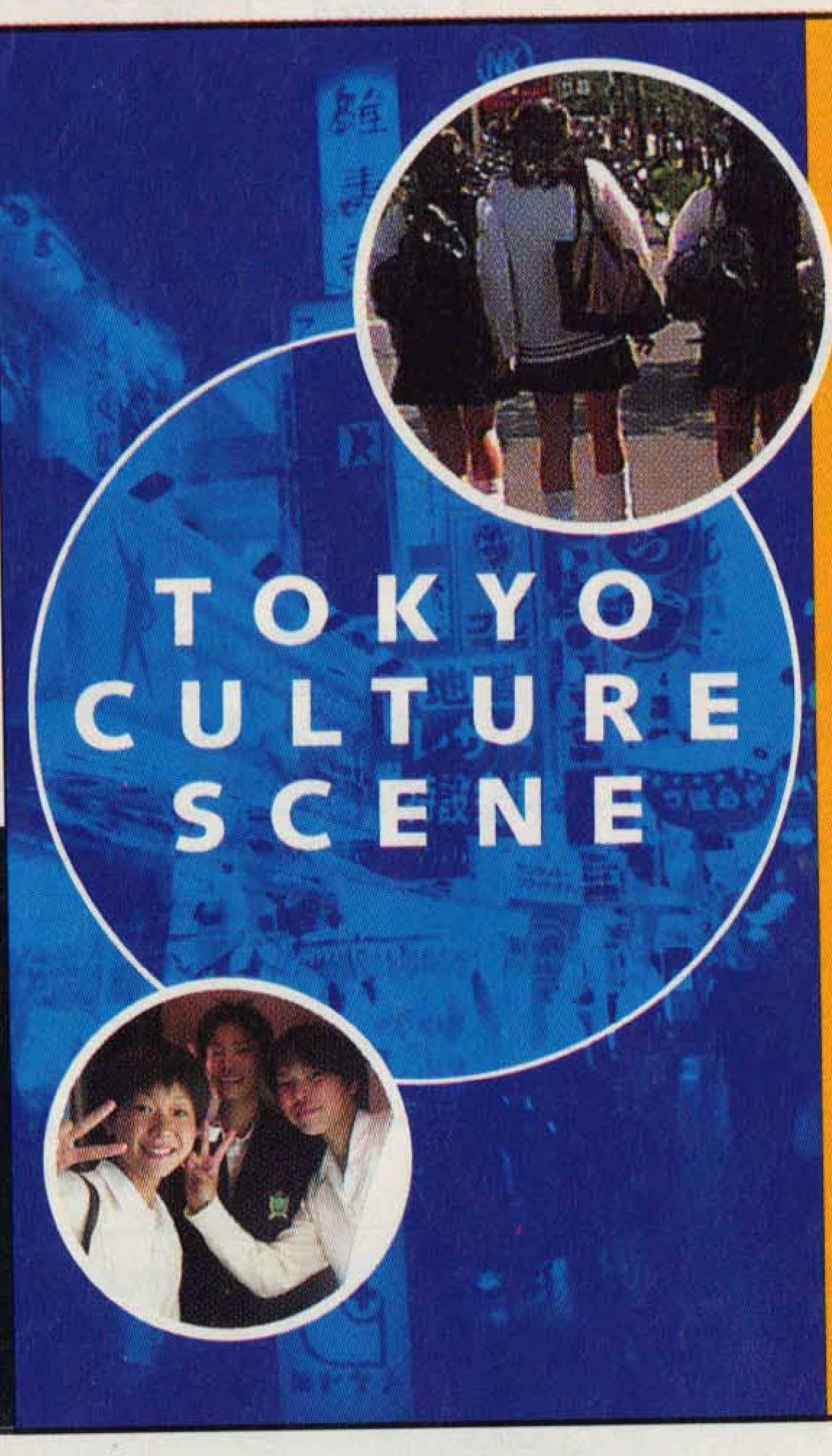
Popular *Pocket Monsters* character in new N64 game



△ *That'll be the popular Pikachu – sickeningly cute and shy around strangers.*

The latest announcement from Nintendo Japan comes in the form of *Pikachu Genki de Chu* (*Our mystery game on page 17 of N64/7. – Ed*), an N64 cart game that they're planning to release next year. The Pikachu of the title is one of the most popular characters in the Game Boy version of *Pocket Monsters*, and he appears in the N64 game as a cute, 3D polygon monster.

The idea is that, while wandering around Tokiwa woods, you meet Pikachu and then play with him and talk to him. Although he's shy at first, and will run away when you follow him, if you're kind to him he turns out to have the same voice as in the TV anime version of *Pocket Monsters*. While this isn't the same as *Pocket Monsters 64* itself (*Pikachu Genki de Chu* is billed as a 'communication oriented game'), there are another three *Pocket Monsters* titles in development for the N64.



Three game books

Sales of game tips books have been rocketing in Japan. According to the country's largest distributor of magazines and books, Tohan, the chart of the top 20 best-selling books in Japan ('General Books Ranking') for the first week of October included three game guide books.

Derby Stallion Complete Guide (ASCII) was ranked fourth, Saga Frontier Kaitai Shinsho (ASCII) was in 14th place. And Tenshi no Tamagotchi Daihyakka (Keibunsha) was at number 19. The PlayStation is largely to thank for the success of game books, with not just big games like *Final Fantasy VII* and *Tekken 2* spawning books, but also obscurer ones like *Everybody's Golf* and *Parappa the Rapper*.

Five years ago there were only four or five companies publishing game guide books but recently, all Japan's major publishers of entertainment books have got in on the act. There are more than ten guide books available for *Super Mario 64*, for example, and the scramble to publish game books is becoming fiercer, with companies rushing to be first to release books on the latest games.

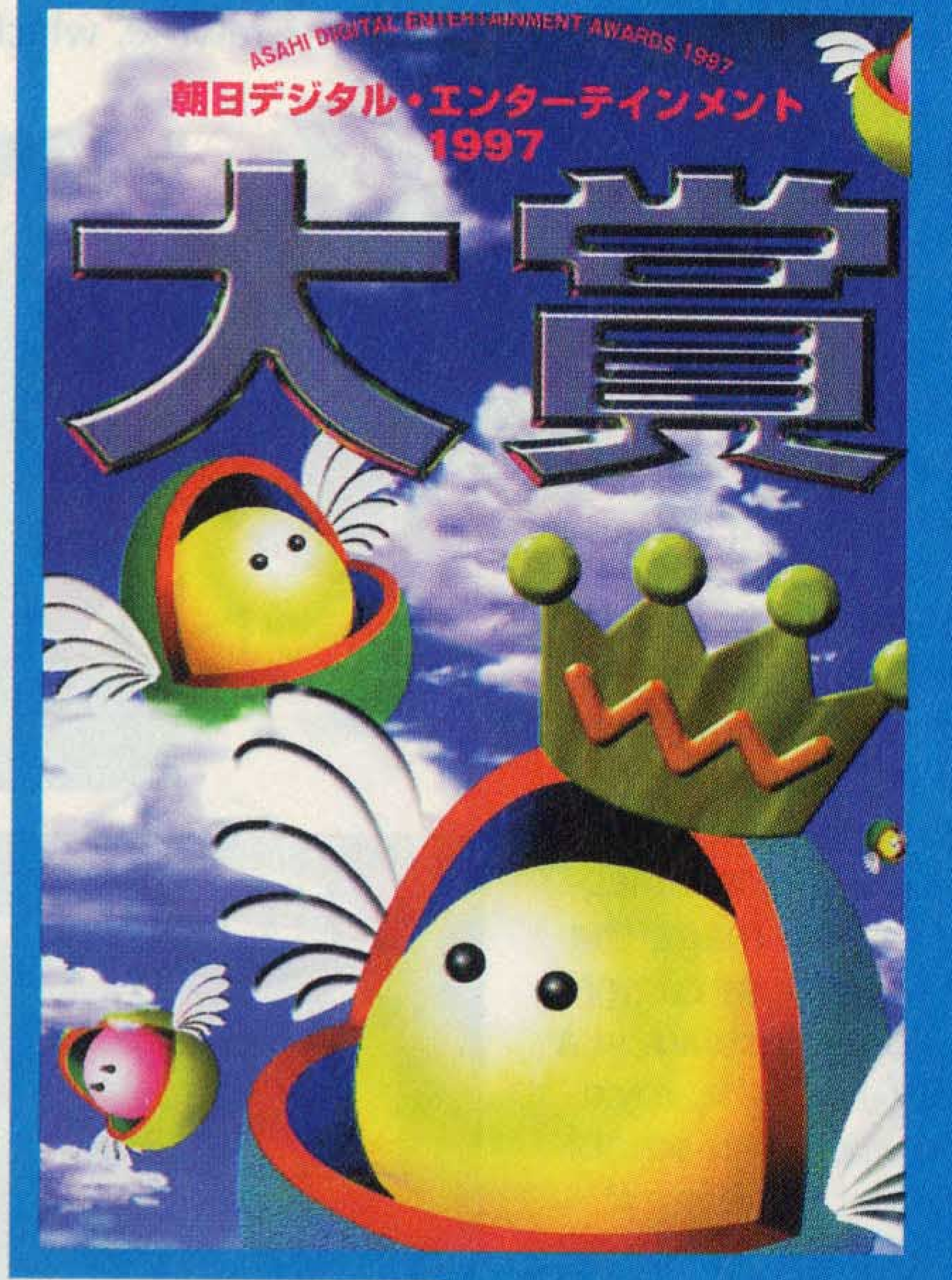
There are even games that seem to warrant more than one guide book. ASCII mainly concentrate on guide books for Square games and they've

A monster game!

Pocket Monsters steals the show

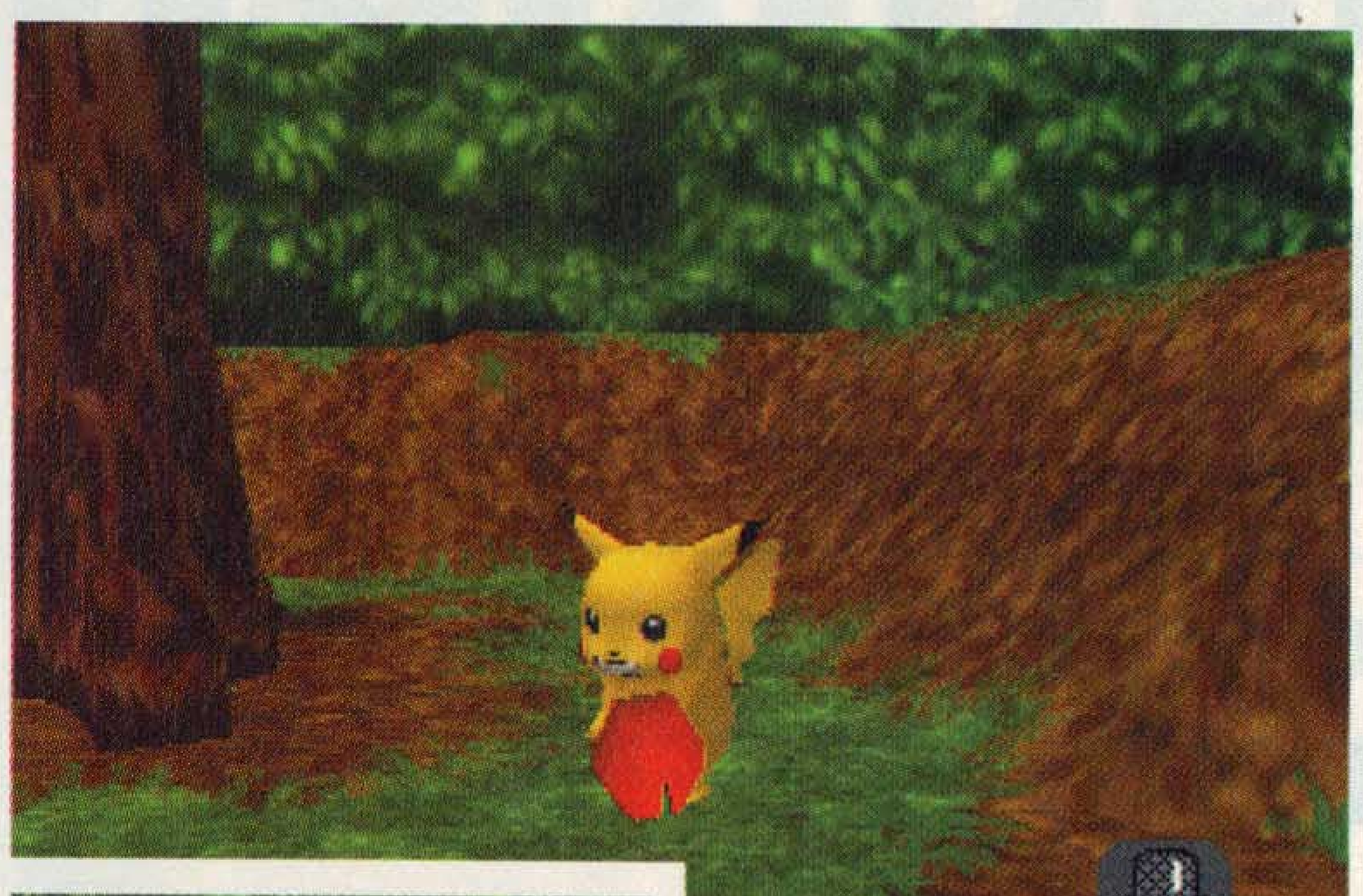
Electronic Show '97 was held in Makuhari Messe in Tokyo's Chiba district on October 8th. The highlight was the Asahi Digital Entertainment Grand Prize '97 award ceremony, sponsored by the Asahi Shimbun newspaper company. *Pocket Monsters* for the Game Boy won the 'domestic product' category, awarded to games or TV shows that can be enjoyed in the home.

Pocket Monsters has been an enormous success for Nintendo since its release in February last year, appealing to both children and adults. In August this year, the game broke the record for video game sales and was the main factor in Nintendo's healthy mid-term financial results.


ASAHI DIGITAL ENTERTAINMENT AWARDS 1997
朝日デジタル・エンターテインメント
1997
大賞

However, there was a little controversy surrounding the game's nomination because it was released in 1996 rather than 1997. The battle was won by those arguing that *Pocket Monsters* is revolutionary because it's as much fun to play about town as it is at home. Other games nominated for the same prize included *Gajet Complete Version* (Shinaji Kikagaku), *Final Fantasy VII* (Square), *Dungeon Keeper* (Bullfrog) and *Server Flash* (Canal). Sales of *Final Fantasy VII* have reached three million in Japan, and five hundred thousand in the US, since its release in January. But even those impressive figures were no match for *Pocket Monsters*. Second prize went to Bandai's Tamagotchi. Last year the prize was won by *Super Mario 64*.

Pocket Monsters for the 64DD will be released in spring next year.



△ *Pikachu and a big red tomato, or something.*

追いかけるとにげちゃうよ

△ *If you're really, really kind to him...*

▽ *...he might even start a conversation.*

ホールでりんごがとれそうだよ

• To coincide with the *Pikachu Genki de Chu* announcement, Nintendo have also revealed plans for a Game Boy *Pocket Monsters* add-on which they'll be giving away free to Japanese *PM* fans. *Naminori Pikachu* is a special version of Pikachu who can, oddly, surf.

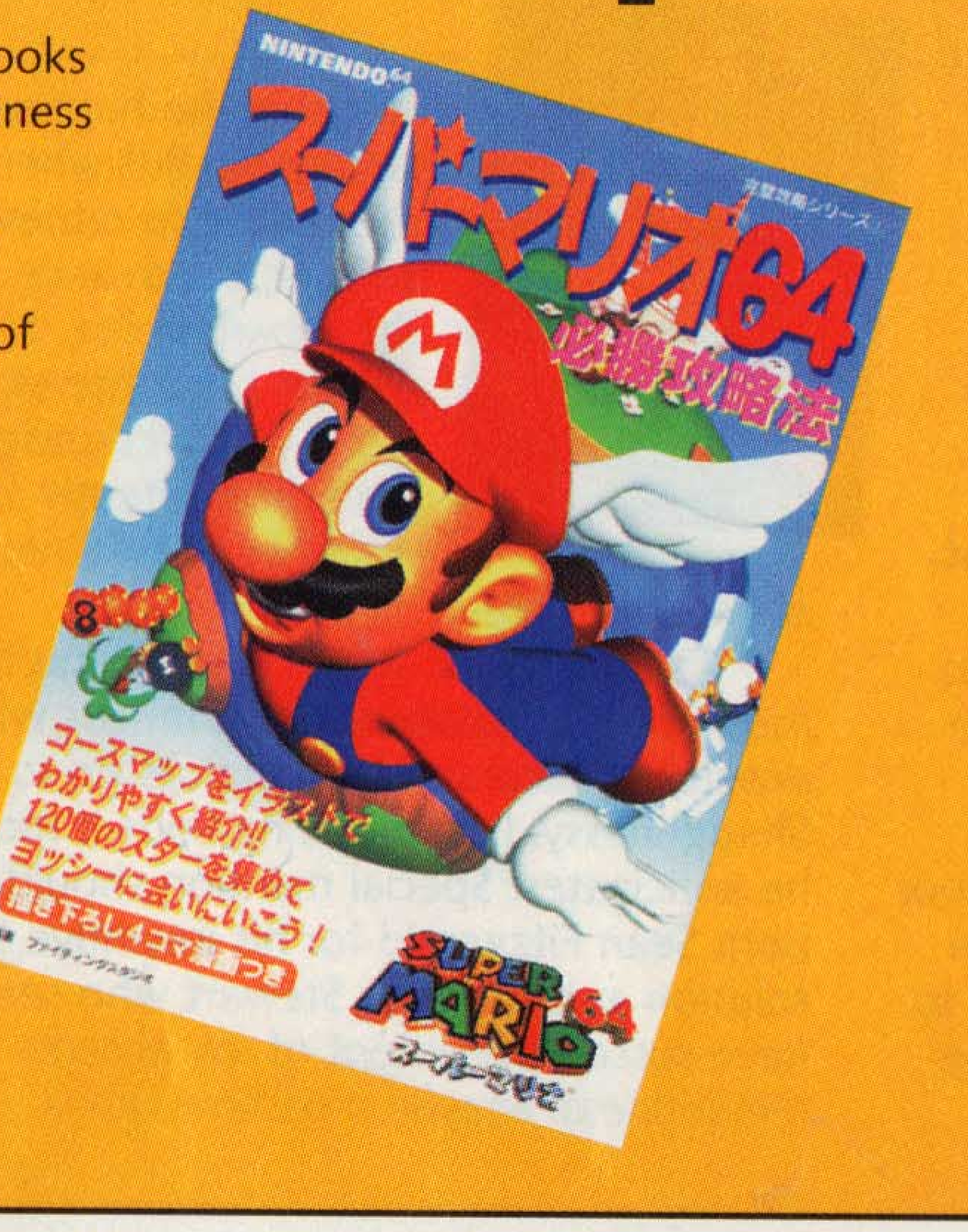
make it into Japanese Top 20

published a series of books with titles like "Set up information", "Data book" for game items like monsters, "Illustrated book" for game characters, "Strategy book" following the scenario, and "Complete strategy book" for hidden tricks and hidden characters. This means that the company can make one game title earn them money from several different sources.

Best selling books like "Derby Stallion Complete Guide" and "Saga Frontier Kaitai Shinsho" are part of the"Complete strategy book" series.

Tokimeki Memorial, published by Konami, is a dating sim. The illustrated guide book costs ¥4000 (about £20) but tens of thousands of copies have already been sold.

If publishing game related books and magazines becomes big business then you can expect game developers to get in on the act – Enix already have. On the other side of the coin, Kodansha, one of Japan's largest publishing companies, has recently started developing games. It seems that console gaming is even changing the Japanese publishing industry.



Stuck? There's plenty of helpful literature on the shelves of Japanese book stores. ▷

NINTENDO

MINI MINI NEWS

Our Japanese reporters are continuously alert for titbits and oddities that might interest bemused Westerners.

Yoshi Story will wobble

Yoshi's Island 64 has now officially been renamed *Yoshi's Story* in Japan, just as it was a couple of months ago for America and Europe. And, what's more, the game will be Rumble Pak compatible. *Yoshi's Story* will be released in Japan on December 12th, with a UK release following early next year.

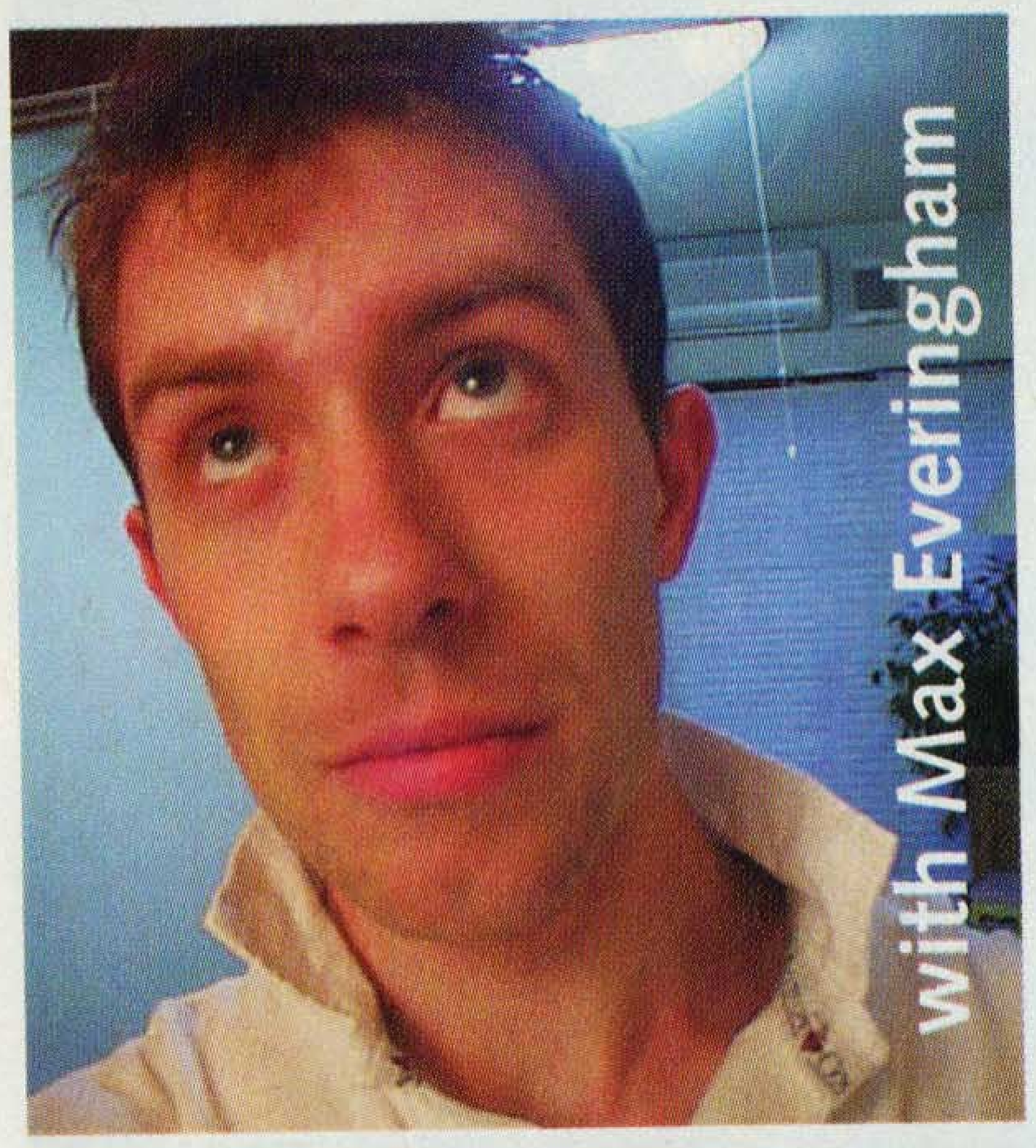
Print Club for Game Boy

Atlas has just released *Purikura [Print Club] Pocket: Incomplete High School Girls' Manual*. The game is based on the Print Club photographic sticker machines that have been covered in previous **N64** Magazines, and is an adventure game in which players, take the role of Purikura School students and collect Purikura frames by taking part in various events and mini-games. The goal is to collect all the frames and solve the mystery of the legendary Purikura Queen.

Your character has attributes like strength, popularity and money, which increase each time you finish an event, and the game gives you a new frame (the bit that goes around the edge of your photograph on Print Club machines). Useful features like a calendar and a calculator can be activated as frames are collected and, as in a Print Club machine, there are valuable hidden frames. Using a comunication cable it's possible to exchange frames with friends and create two-player photographs.

Sequel to Tamagotchi

On October 17th, Bandai released *Find it on game!! Tamagotchi 2* for the Game Boy. 26 characters from *Find it at sea!! Tamagotchi* and *Find it in woods!! Tamagotchi* (the original Tamagotchi keyrings) appear in the game, which features the facility to freeze Tamagotchis and send them to sleep. It's possible to have up to eight Tamagotchis alive at once. A communication feature has also been added. The original Game Boy version of Tamagotchi achieved sales of 470,000 copies within two weeks of release, so the sequel is obviously attracting much attention.



An Englishman in Tokyo

Our man in Japan has his eye on N64 game prices – and, we're sad to report, the local schoolgirl population...

I note with no little pleasure that the average price of an N64 game here has stabilised at around ¥6,800. This is only about a fiver more than the premium PlayStation games, which is a pretty good state of affairs and may encourage a faster pick-up rate among Japanese gamers. Nintendo also appear to be stepping up the promotional campaign a bit: the company's PR planning chief, Mr. Hongo, reports they're considering attending the next Tokyo Game Show, fast becoming the premier gaming event in Japan and to be held in spring next year. The Nintendo World '97 show (previously dubbed 'Shoshinkai') should be showing more of the 64DD, including the possibility of owners taking their disks to the local store for a rewrite, which is an exciting prospect.

LEARN JAPANESE

PART 6

勝った
Katta! = I won!
靴下
Kutshushita = socks
いい靴下
ii kutshushita = Nice socks!
楽しい
tanoshii = funny
あの　ちょっと
すみません
彼女胸元にゲームが
落ちたので
返して貰おうと
思っただけです
ano... chotto... sumimasen... kanojo no munamoto ni gemu ga ochita no de kaishite omotta dake desu = Honestly officer, I was merely trying to get a game cartridge which had lodged itself in her chestal area.

Sock it to 'em

It seemed only days ago that one of Japan's finest comedians based an entire hour-long show on the concept of scrabbling along high streets on his hands and knees and attempting to pull high school girls' socks down. How we laughed. Especially when one irate boyfriend starting kicking the bejeezus out of said Mr. Matsumara after mistaking him for some kind of pervert. As opposed to a sad, desperate comedian. Hmm, maybe there's an idea for a game in there.

But now, there's a huge change afoot in Japan – a cultural shift is set to shake streetwise high school society to its very foundations. According to a recent TV programme, and follow-up feature in one of the many fashion mags, the seas of hip girls here will no longer be wearing those baggy knee-high white socks, termed 'loose' in Japlish. Instead, in a revolutionary coup of breathtaking audacity, the tight, royal blue sock is back! Audiences swooned and male high school jaws dropped to the floor as we were told that the baggy sock had had its day and was now distinctly passé. Given that the most common explanation for wearing these bizarre creations was 'because everyone else does', the pressure is on to make the change and keep up with the Nakamuras. Get the blues out or lose out, girl.

It's very simple really...

...the white ones were just too draughty.

Lost and Found

It's early Christmas present time, because I've decided to bring the *MRC* competition to a close. It's a kind of mercy killing, really, since none of the many suggestions came anywhere near to locating the cart. It turned out to be lodged in the fold of our spare futon, at the foot of the bed. Lodged there, no doubt, by fat kid (Jack, sorry), who one day will make a fine sleight-of-hand magician.

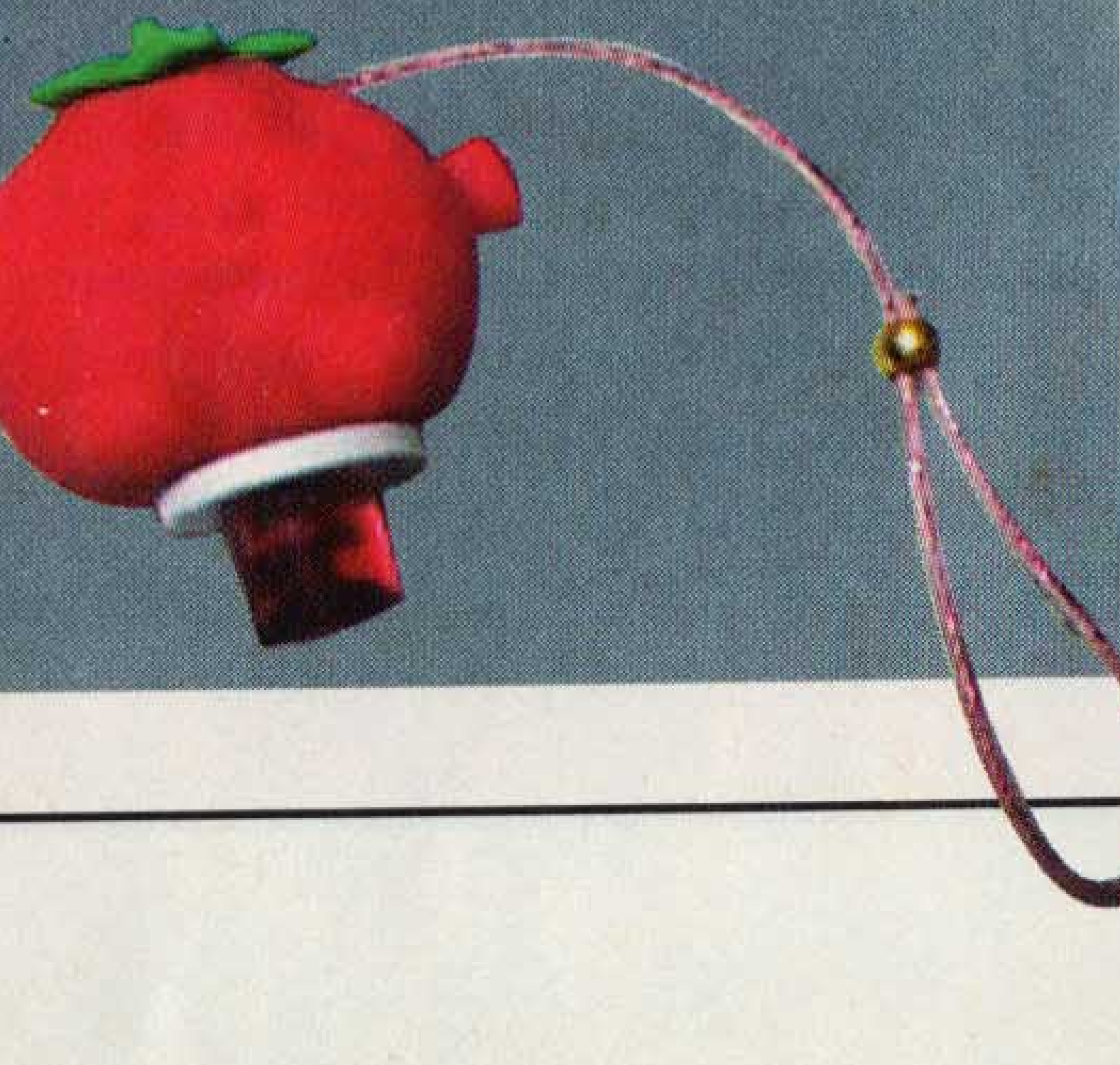
In any case, it became clear that I'd have to find another criterion for awarding the game to someone, so I've decided to choose the most imaginative response to my cry for help. The winner offered this up: "I would say perhaps your wife has literally thrown it off the balcony in an attempt to draw you away from the N64 (due to excessive cart-loss). So it probably landed in the cleavage of one of those mini-skirt wearing maidens who happened to be passing by. But when attempting to retrieve said cart be sure, in advance, to find out the Japanese for, 'Honestly officer, I was merely trying to get a game cartridge which had inadvertently lodged itself into her chestal area.' " (*Sorry about this. – Ed*)

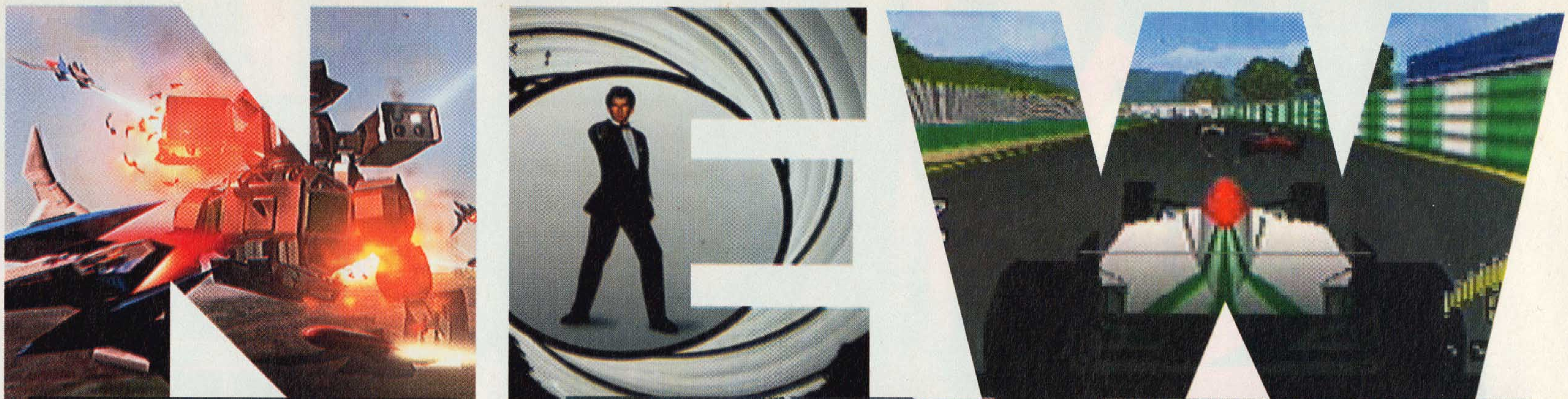
Completely wrong, sadly, but capturing the mood of my usually tolerant missus with unsettling accuracy. So congrats go to Jim Shaughnessy. Let's hope he finds it more fun than he anticipates. Special mention should also go to both Sean Fitzgerald for his inventive 'rat pack' solution and to Jamie Stewart who seems to have sussed the extent of my absent-mindedness. Maybe next time, guys.

WIN! a... erm, 'thing'!

Renowned for their cutesy approach to computer games, anime and well, life in general really, the Japanese are constantly reaching new depths. Heights, I meant to say, heights. Wander through any of the stores in the busier districts in Tokyo and you'll be able to feast your eyes on all manner of cute little oddities. But that's enough about the high school girls. Rack after rack, shelf after shelf is filled with must-have items which, to our ignorant, untutored Western eyes, do not appear to fulfil any purpose or function. These trinkets defy any attempts at description: no logical process of deduction, induction or whatever will help. Quite often, cultural knowledge is an essential part of the process.

A fine example would be the tube of sock glue I sent the **N64** team recently. But we want to know what these strange things are all the same, and it's the voyage of discovery that fascinates. So every now and then I'll send a new wonder to the guys back in the office and ask them to have a go at guessing what it's for. But they won't get it, naturally, so it'll be left to you, our dear readers, to tell them what's what. Send in your guesses, and if you're really, really unlucky Jonathan will send it off to you. Here's this month's entry...





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INCLUDES RUMBLE PAK
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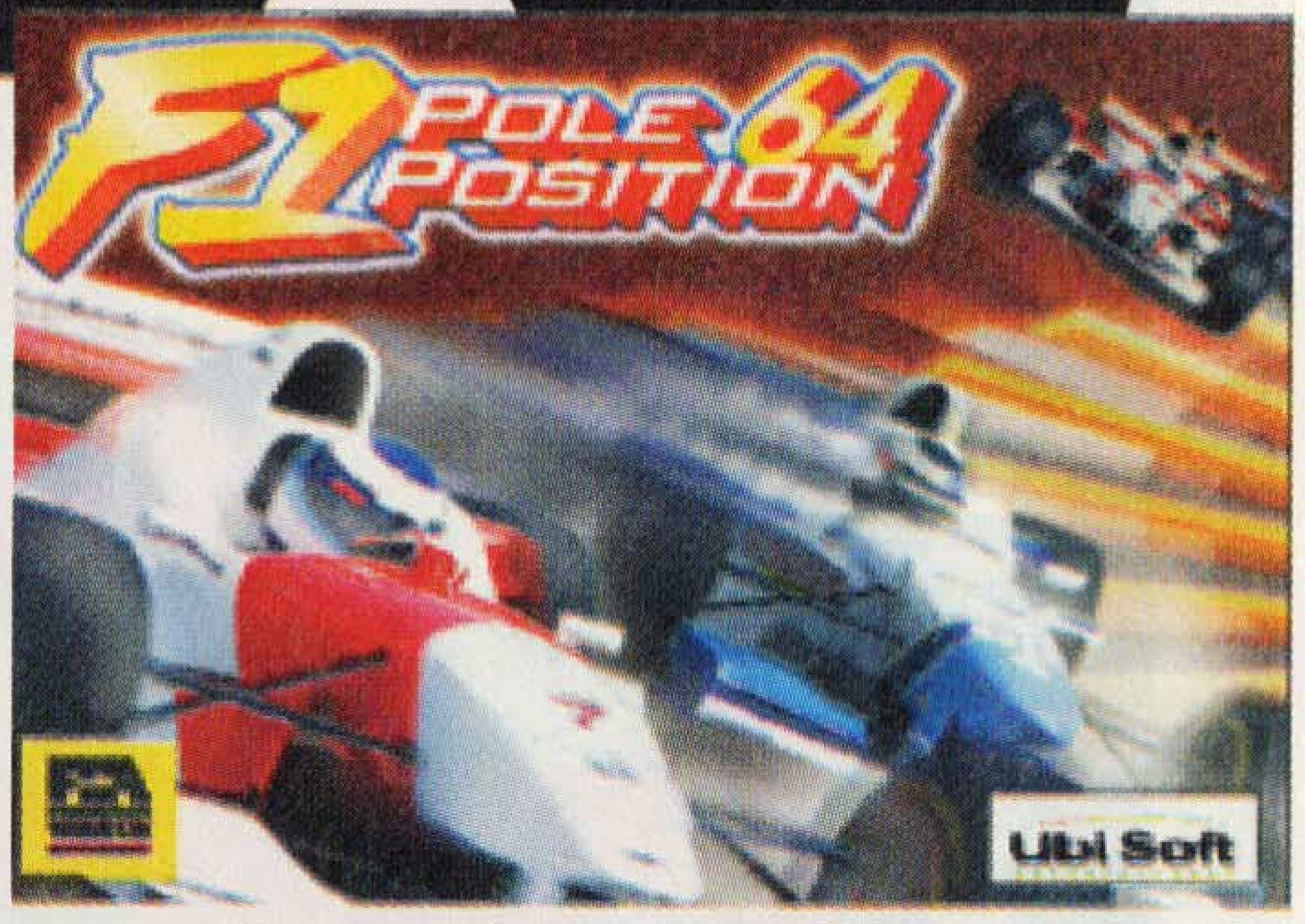

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NINTENDO64

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Make someone happy this Christmas

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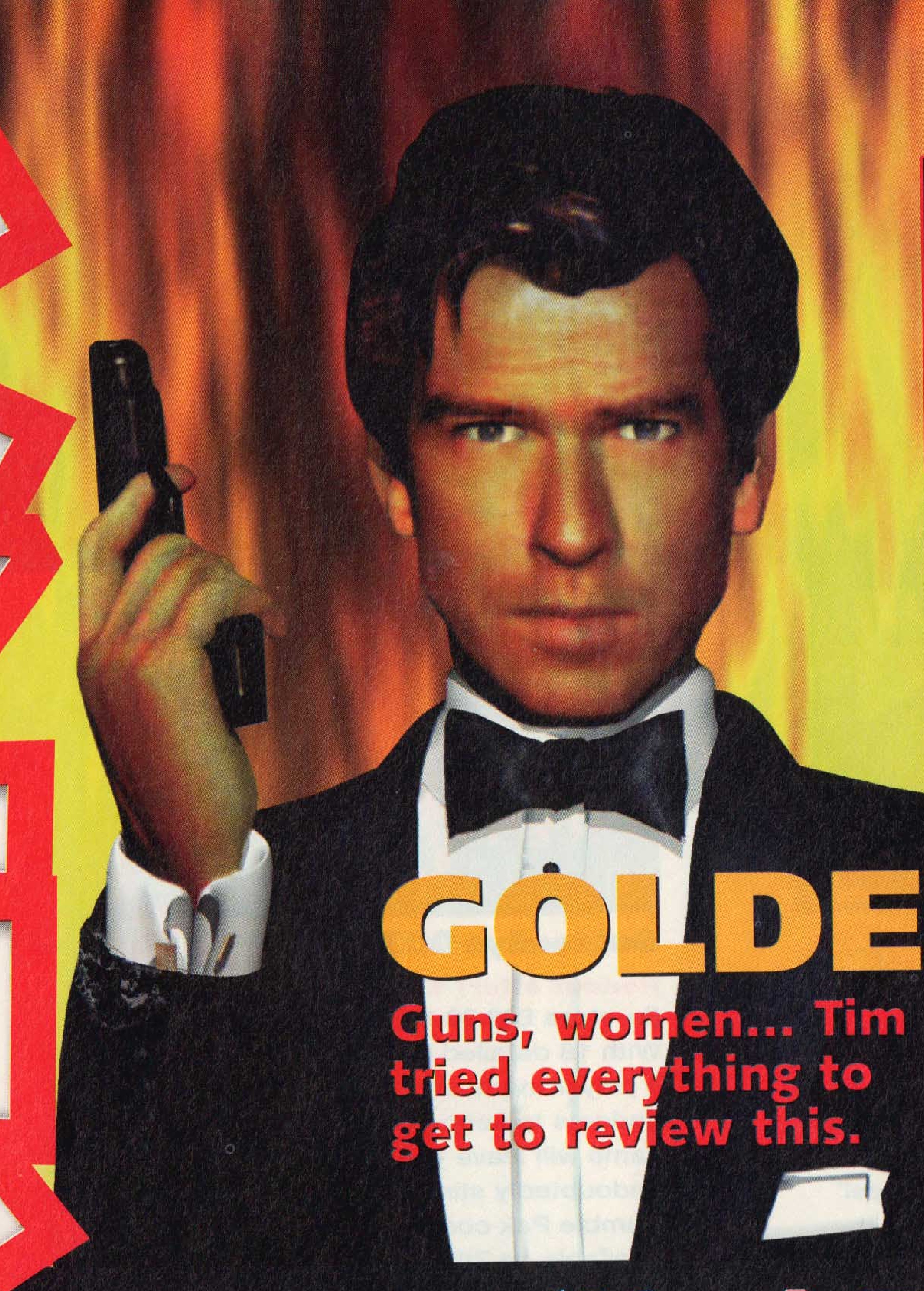
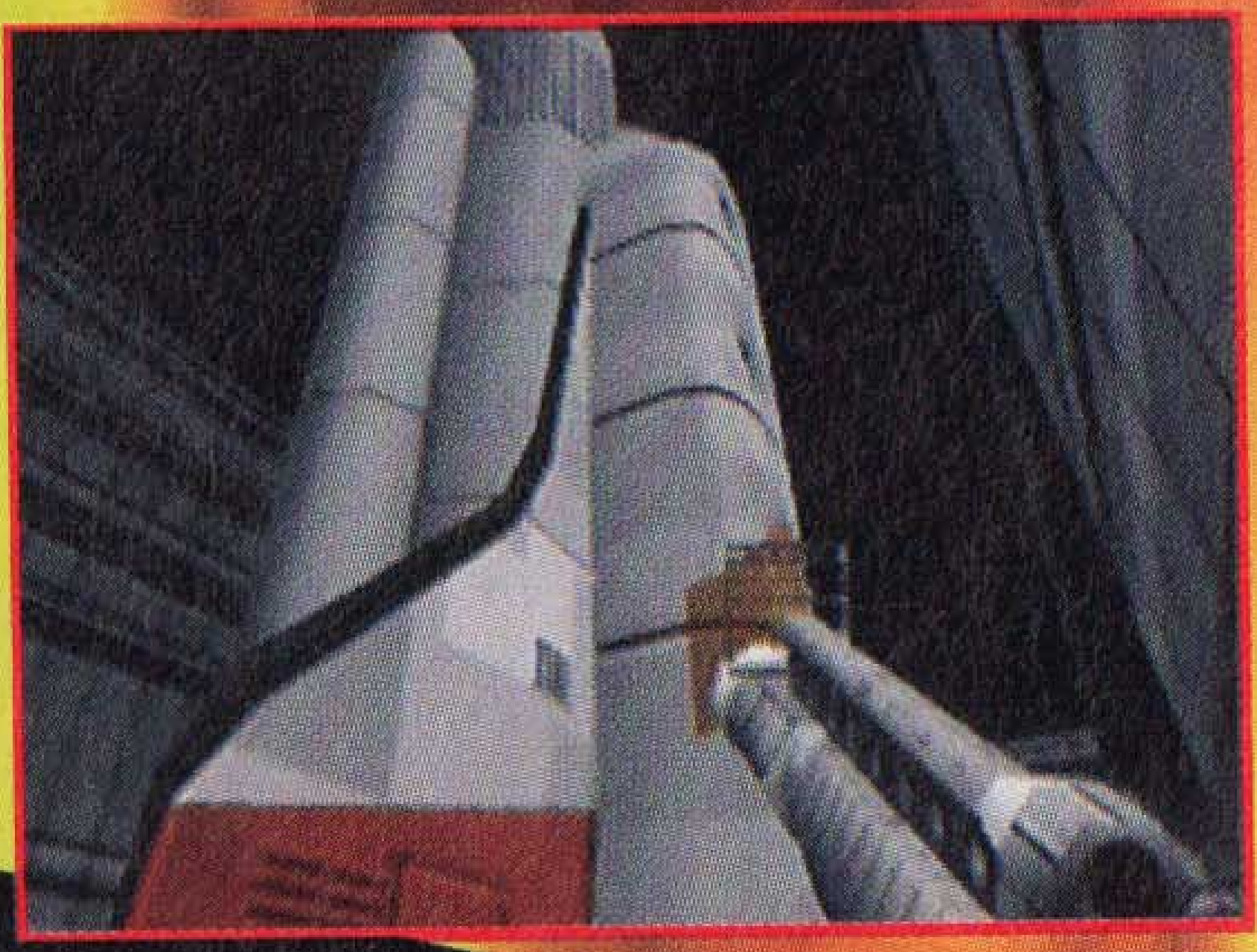
THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!



Ourumov: Kill him!
27 370



GOLDENEYE 007

Guns, women... Tim tried everything to get to review this.

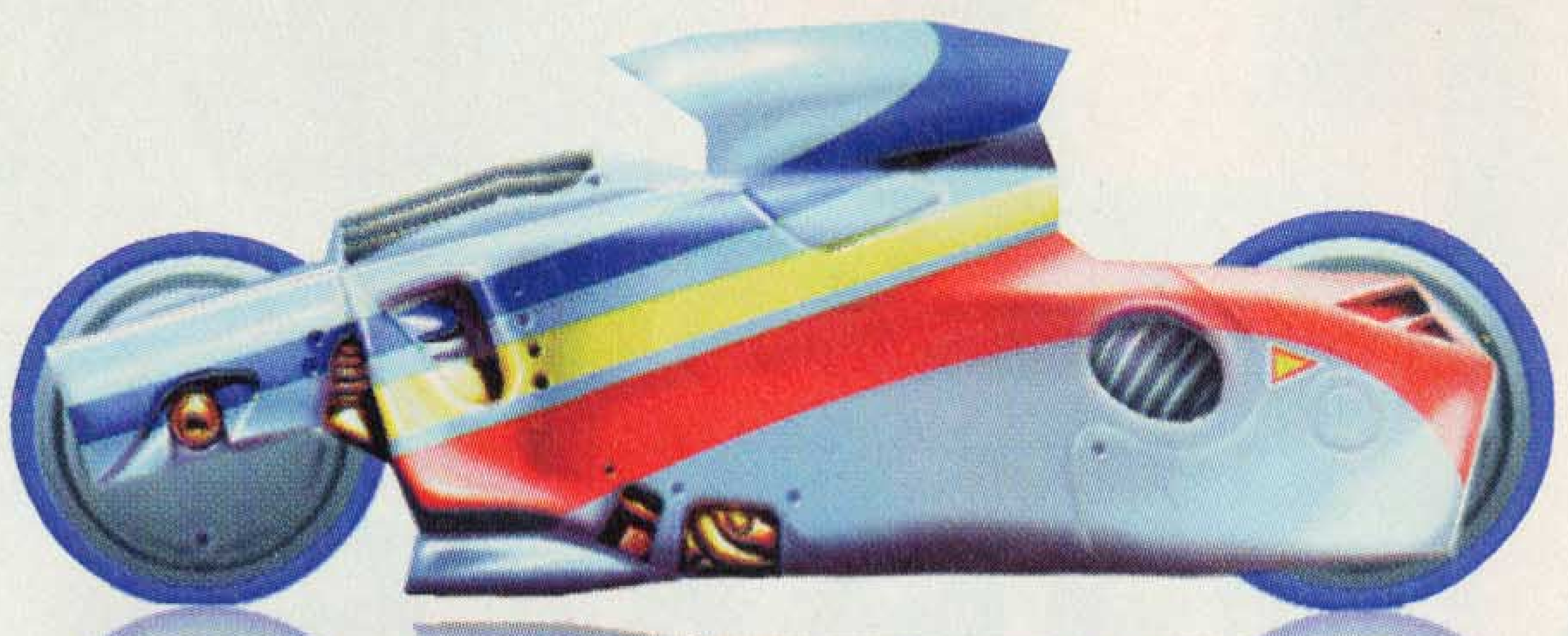
GO TO PAGE 38

N64 ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

● 85% and above	*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*
● 84% - 70%	*The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*
● 69% - 50%	*We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*
● 49% - 20%	*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*
● 19% - 0%	*We still haven't come across an N64 game quite this bad, and hope we never do. Should we, however, we'll punish it ruthlessly.*



The C5 is alive! Join us as we race futuristic bikes at great speed.

EXTREME G

7th
0:19:45
198

GO TO PAGE 48

DARK RIFT

Muscley men once again fight women in bikinis. The cads.

GO TO PAGE 54

IMPORT ARENA

The games they're playing in America and Japan.

MACE: THE DARK AGES

This time Midway have actually come up with the goods.

GO TO PAGE 56

CLAYFIGHTER 63⅓

Do jokes and Plasticene a good beat-'em-up make?

GO TO PAGE 60

HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

This month we were struck on the heads by a GoldenEye 007 cartridge.

Jonathan Davies
In the mysterious physiochemical process that ensued, Jonathan was fused, naturally enough, with James Bond. "I'm an early riser myself," he commented.
Game of the month: GoldenEye 007

Wil Overton
Wil became genetically entangled with a Russian footsoldier. Promptly getting shot in the arm by Jonathan, he cried: "You've made me drop my East Wind!"
Game of the month: Diddy Kong

James Ashton
James, appropriately, was confused at a molecular level with the evil 006. He smiled sinisterly and stepped into the surrounding shadows.
Game of the month: Diddy Kong

Tim Weaver
Valentin became the new home for Tim's DNA. Tim immediately began eating cakes, and reckons JR was shot by someone who plays the violin.
Game of the month: GoldenEye 007

Andrea Ball
New girl Andrea seemed to have become a civilian, but then pulled out a D5K Deutsche. "I'm in charge now!" she yelled. "Everyone get writing!"
Game of the month: Dark Rift

Paul Jarrold
After the accident we couldn't seem to find Paul anywhere. Boris kept waving at us, though. "Guys! It's me!" Boris kept saying. "It's me, Paul!" Weird.
Game of the month: Mace

Jes Bickham
With reflexes honed by years of carrying pizzas through crowded restaurants, Jes's arms shot up into the air and he became a surrendering scientist.
Game of the month: Mace

Zy Nicholson
We didn't find Zy until later, by which time it was too late. We've no idea what happened, although we haven't seen James for a while either.
Game of the month: Diddy Kong

TOP SECRET:

OHMSS

Briefing from M

Now listen carefully, Bond. We've got a little assignment for you over in Russia. However, as I'm sure you're already aware, things are particularly sensitive over there at the moment and the last thing we need is an international incident on our hands, particularly if it involves a member of the British Secret Service. So just tread carefully will you, 007?

I trust you've heard of Janus? Yes, that's right. Bloody silly fools trying to create another Cold War. Anyway, they're trying to get their hands on the GoldenEye satellite, but as you can probably guess, not to take pictures of Earth. Intelligence reports suggest they want to hack into the world's banks and switch monies in the billions into their hands, as funding for future 'projects'.

What we want you to do initially, Bond, is penetrate a weapons facility in Serenaya. This is where General Ourumov's hiding out. We think he's probably the brains behind Janus. Though God only knows what he's keeping in there. So for your safety as well as the government's, get in there, blow it up, then get the devil out. 006 will meet you there. And remember, 007, you have a licence to kill...

GOLDEN

N64 MAGAZINE STAR GAME

PREVIOUSLY IN N64 We first reviewed the US version of *GoldenEye* in issue 7. It scored 94%.

FOR YOUR EYES ONLY

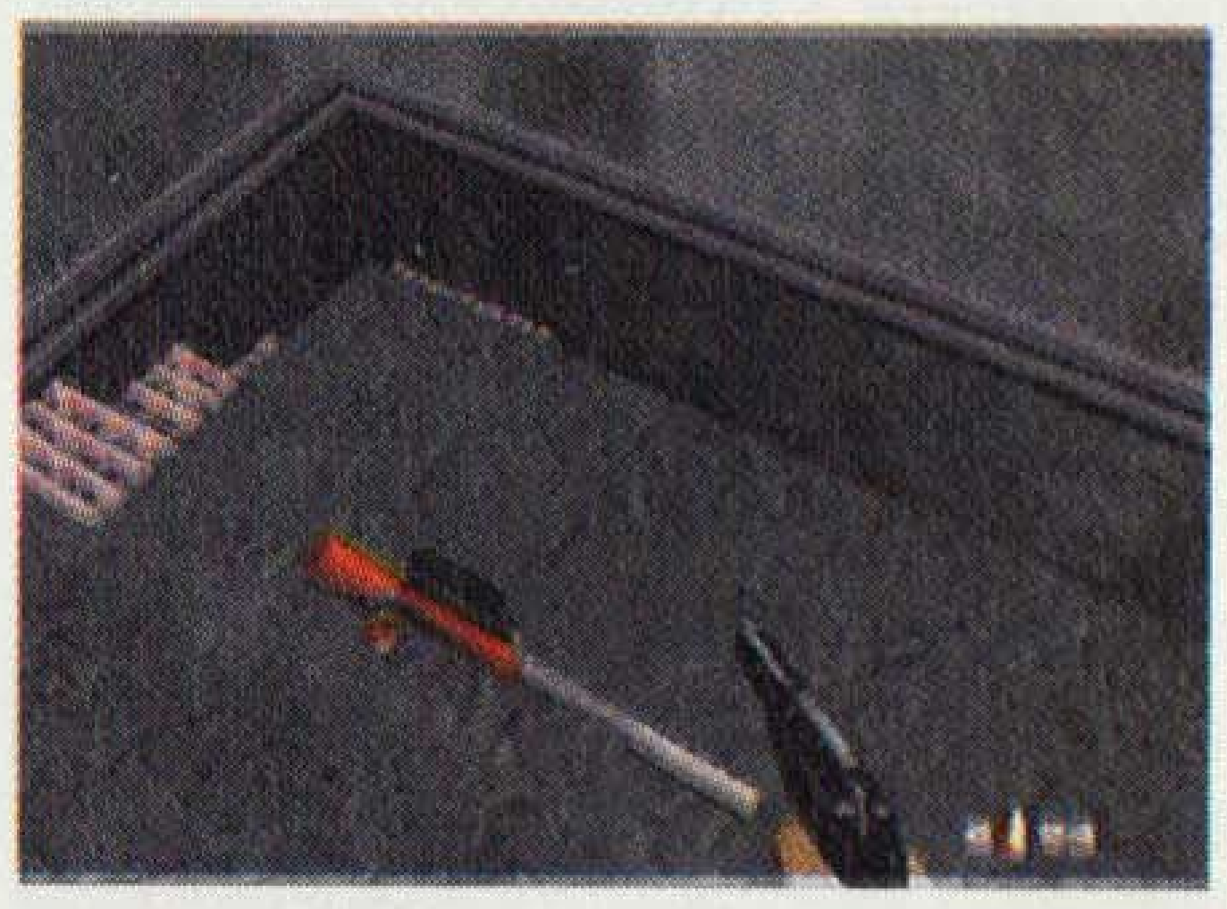
RUSSIA

CLASSIFIED INFORMATION

Mode: Agent
Levels: 1-14

Level 1: Dam

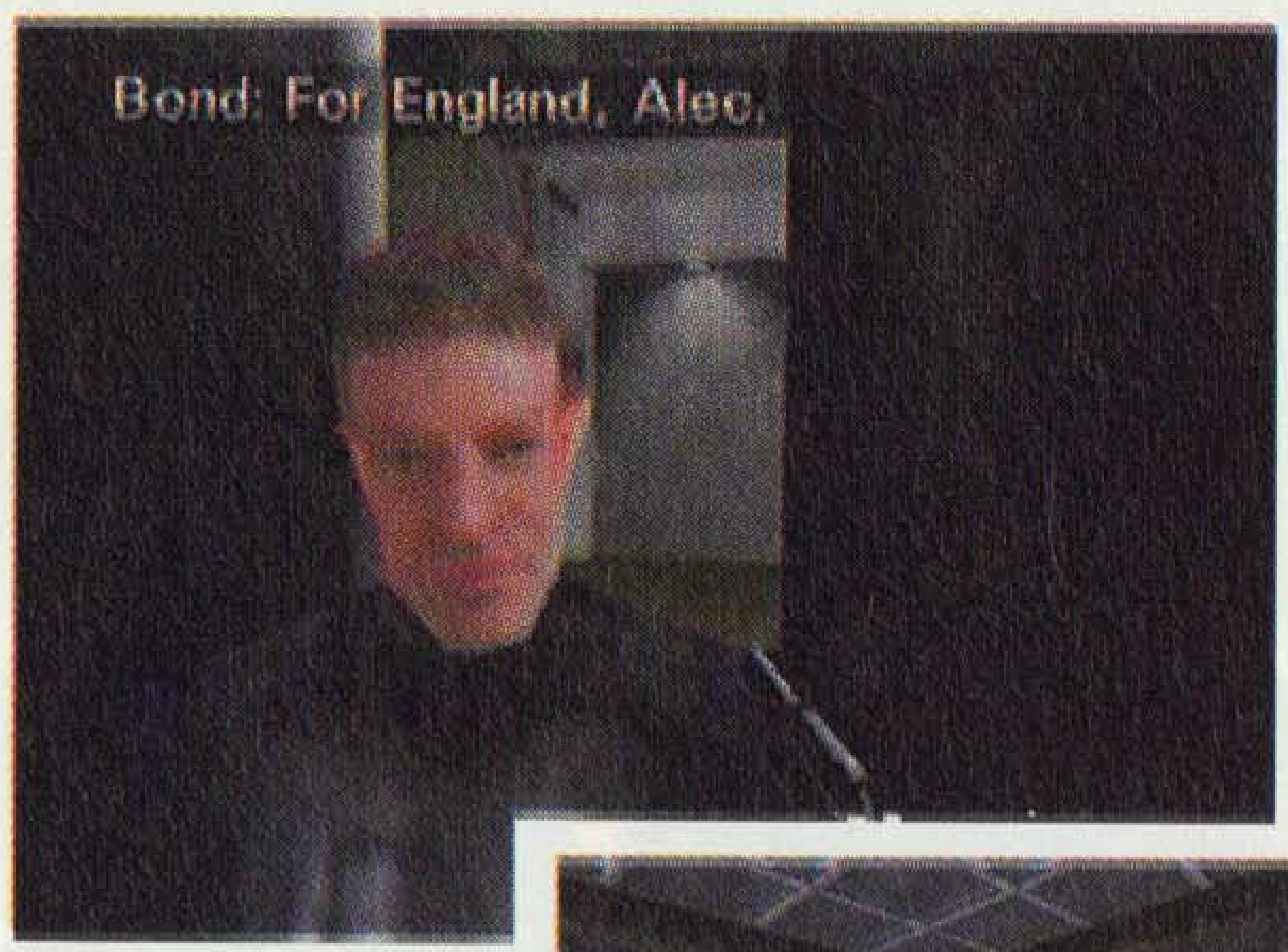
Objectives: Bungee jump from dam.
Quickest Route: 1) Collect Sniper Rifle from first tower. 2) Pick off first line of soldiers from tunnel. 3) Use the lorry as cover to enter complex. 4) Move through the gates. 5) Use your sights to finish off the first look-out soldier. 6) The jump is half way along.



◁ *Here's the Sniper Rifle, Bond. Pick it up from the first sentry tower. It's the key to getting out alive.*

Level 2: Facility

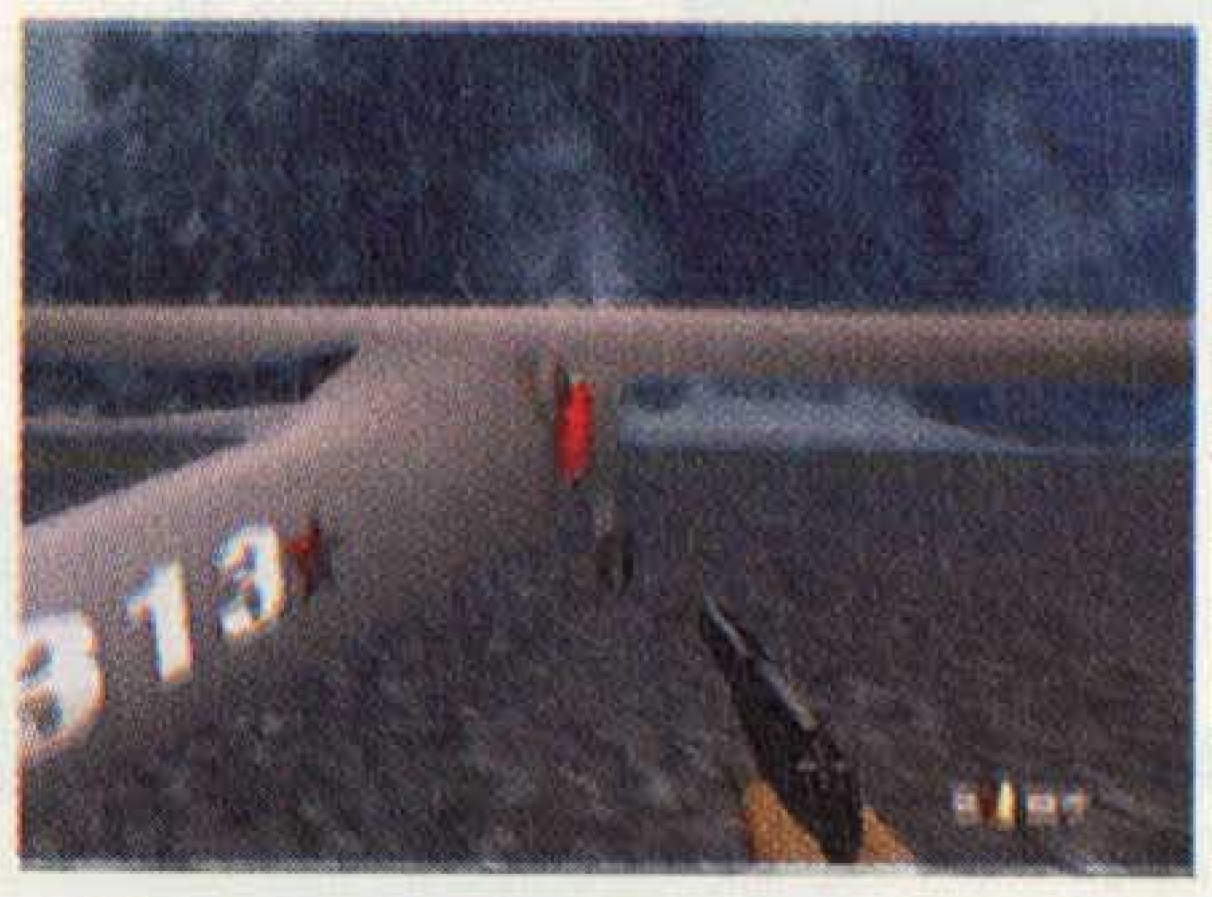
Objectives: Gain access to Laboratory area. Minimise scientist casualties. Rendezvous with 006. Destroy all tanks in bottling room.
Quickest Route: 1) Use your silencer to keep attention away from yourself. 2) Get the key from the lone soldier. 3) Don't mistake primary bottling rooms for mine-laying point. 4) Pass into Laboratory, being careful of scientists wandering into your line of fire. 5) Rendezvous with 006 and let him finish his speech. 6) Escape via hatch in the corner.



△ *Trevelyan will meet you in the main bottling room. Don't mess up, 007.*

Level 3: Runway

Objectives: Recover the ignition key. Depart in the plane.
Quickest Route: 1) Move out of the building, taking out the single soldier to your right. 2) Go to the hut on your left and retrieve the ignition key. 3) Keep to the right side of the runway all the way up. 4) Get into the plane.



◁ *This is where you depart. Don't waste time trying to pick off the soldiers. Get the key and get out.*

EYE 007

Ah, morning, 007. Here's your mission file...

GoldenEye 007			
RARE/NINTENDO			
November	96M		1-4
	~~Controller Pak~~	Cartridge back-up	Rumble Pak
£50			

GO! GO! ▷

TOP SECRET: FOR YOUR EYES ONLY

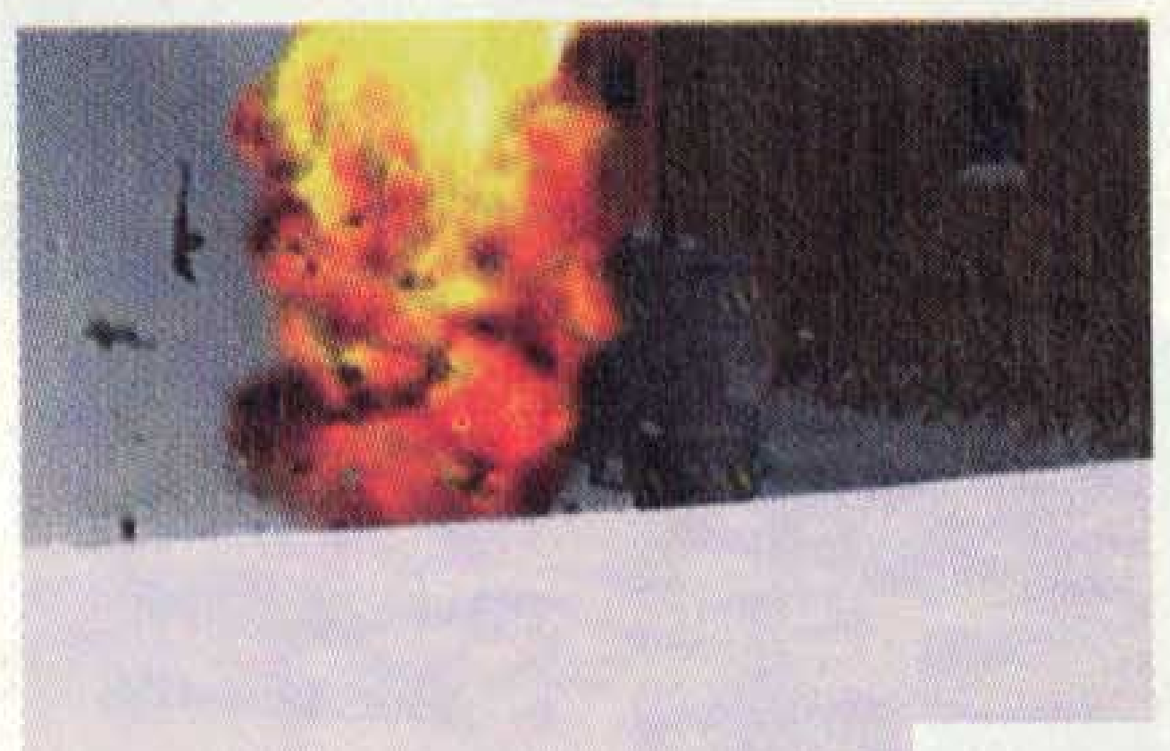
Trevelyan knew the risks, Bond. If he was still alive, Ourumov would have had a serious hand over us. At least now we know his weapons facility will no longer trouble us. Even if it did cost us an agent in the process.

We need you to focus, though, 007. So, pay attention. Ourumov is still alive and still likely to prove a thorn in our side. His killing of Trevelyan adds a personal flavour to proceedings, but this isn't a revenge mission. MI6 doesn't need your vision clouded by vendettas. Do you understand? Good. We're sending you into Siberia, then. That's where the bunker is based and we've got a pretty good idea that Ourumov will be there. So, we'll drop you about half a mile from the entrance. Break the communications, get inside the bunker and copy the GoldenEye key. Intelligence will brief you from there.

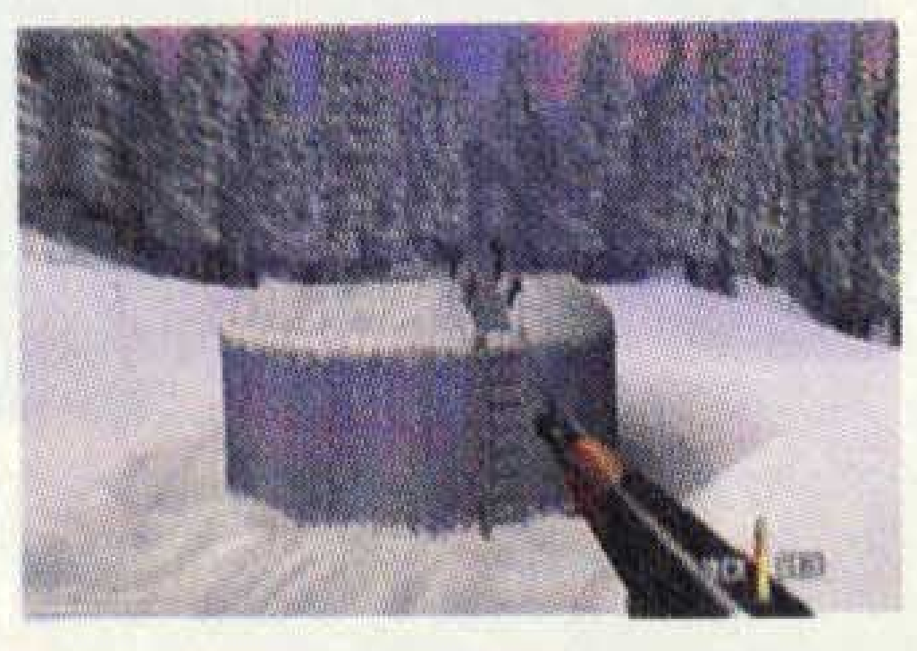
CLASSIFIED INFORMATION

Level 4: Surface

Objectives: Power down Communications dish. Enter base via ventilation tower.
Quickest Route: 1) Follow the path straight along until it forks. By this time the Communications dish should be visible in the distance. Head for it. 2) Inside, the open door will lead you to the console. Press B to power it down. 3) The ventilation tower is straight out of the door and to the right. 4) Shoot off the padlocks to enter.



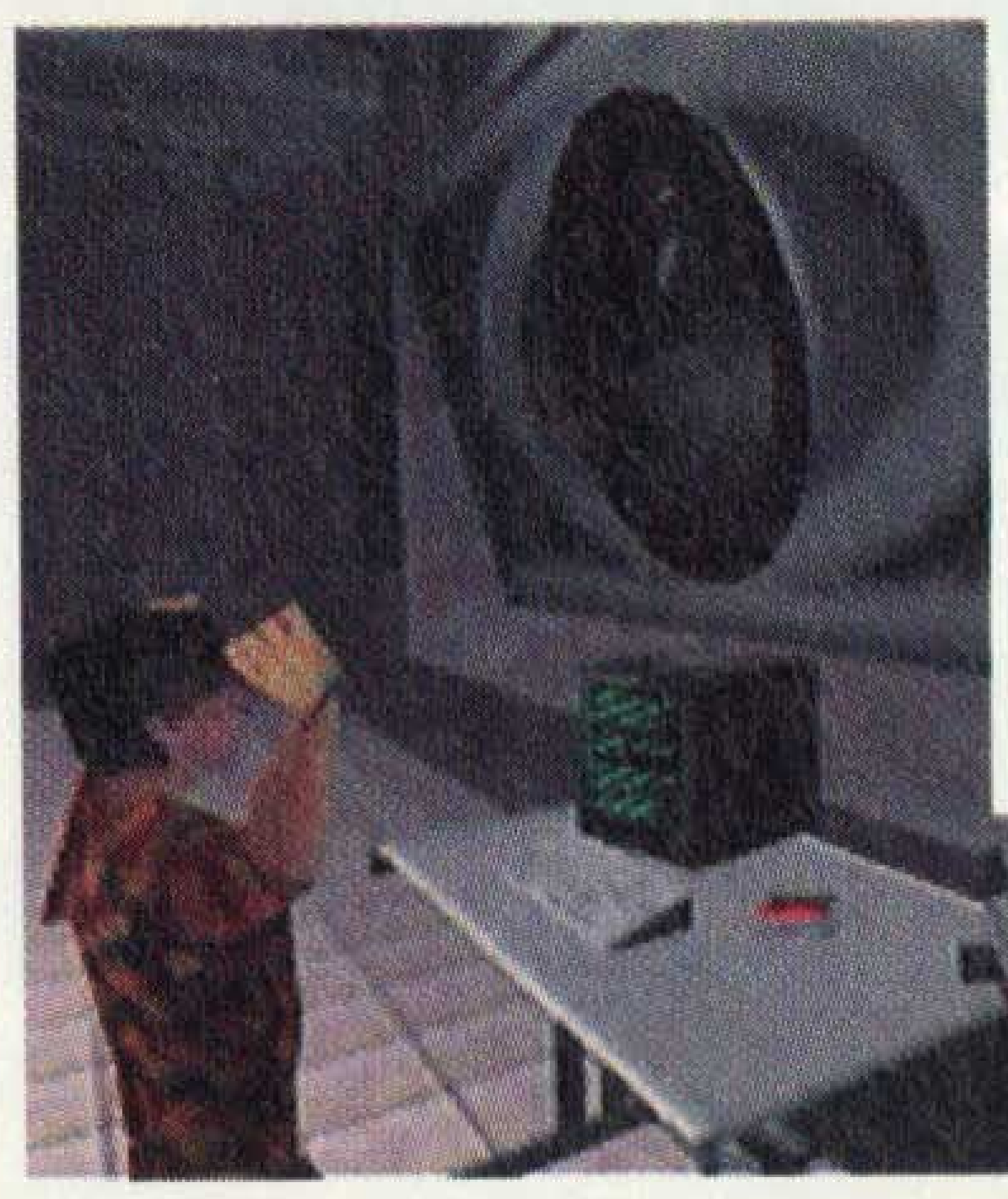
Here's the exit. You'll have to shoot the padlocks off before you drop down inside. ▽



△ For Heaven's sake, 007. Try to keep attention away from yourself.

Level 5: Bunker

Objectives: Copy GoldenEye key and leave original. Photograph main video screen.
Quickest Route: 1) Kill the two soldiers in the first room and take out the security camera through the glass of the door. 2) Turn left and then right down the stairs. 3) The GoldenEye key is on the far table to the right. Pick it up and copy it with the Key Analyser. 4) Dump the key using the Z-Trigger. 5) Photograph the video screen on the opposite wall. 6) Escape. Very quickly.

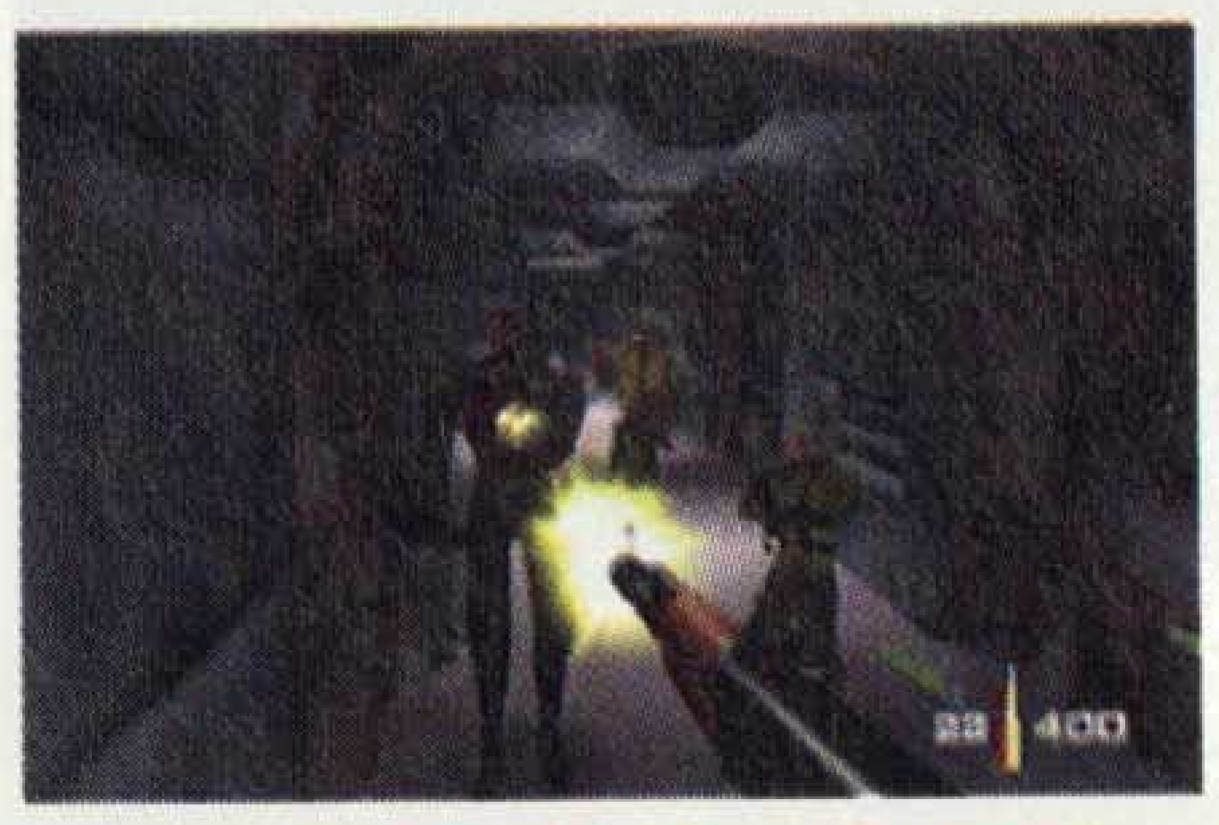


◁ This is Boris. Don't shoot him, eh?

Level 6: Silo

Objectives: Photograph satellite. Minimise scientist casualties.
Quickest Route: The Silo is merely a series of rooms. Follow them through to the end. However: 1) There is body armour in the second and fourth rooms. 2) After the fourth room, Ourumov and his troops are waiting to kill you. Beware. 3) The lift is to the far right of the last control room.

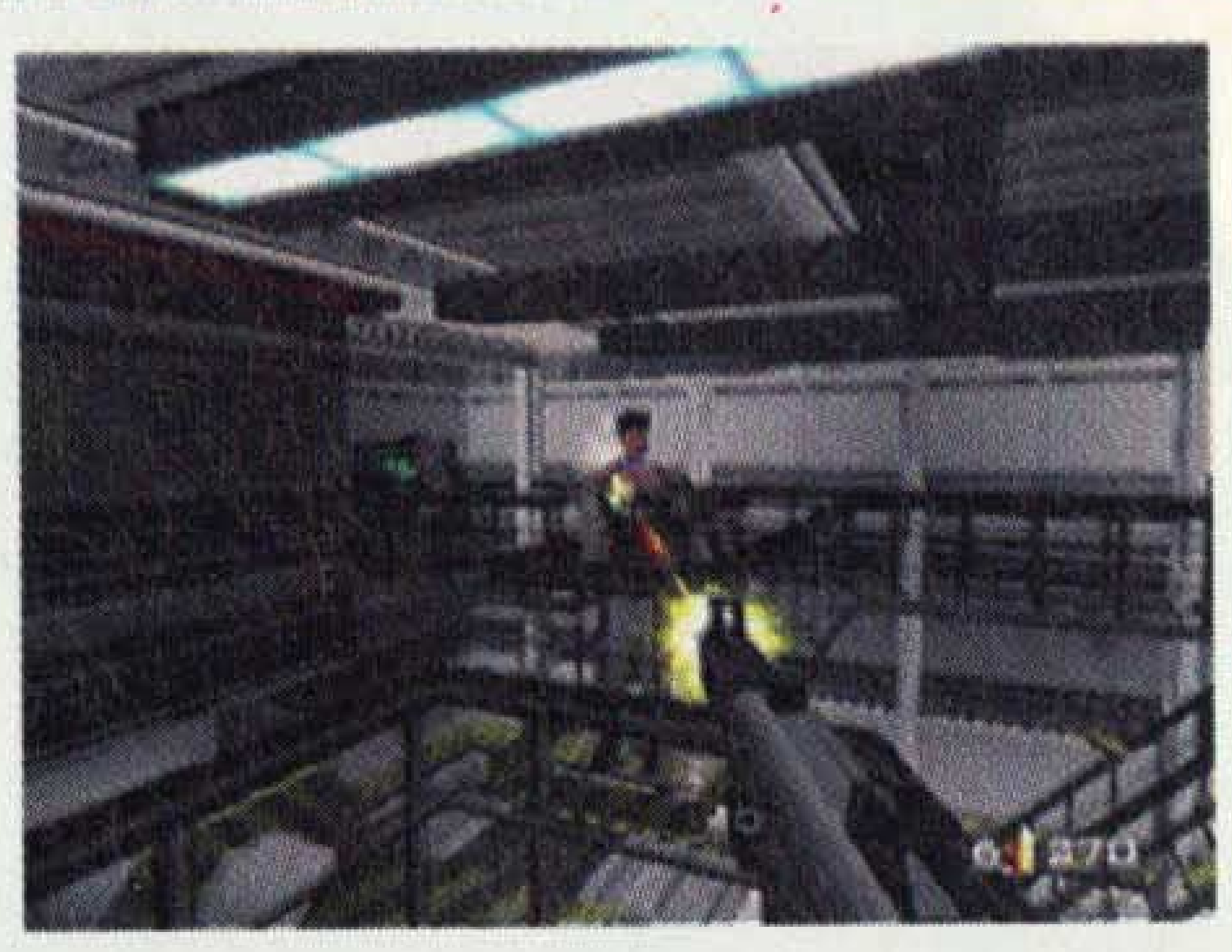
Ourumov: Kill him!



△ Tut, tut, 007. You know never to use the Soviet in these tight corridors.

Level 7: Frigate

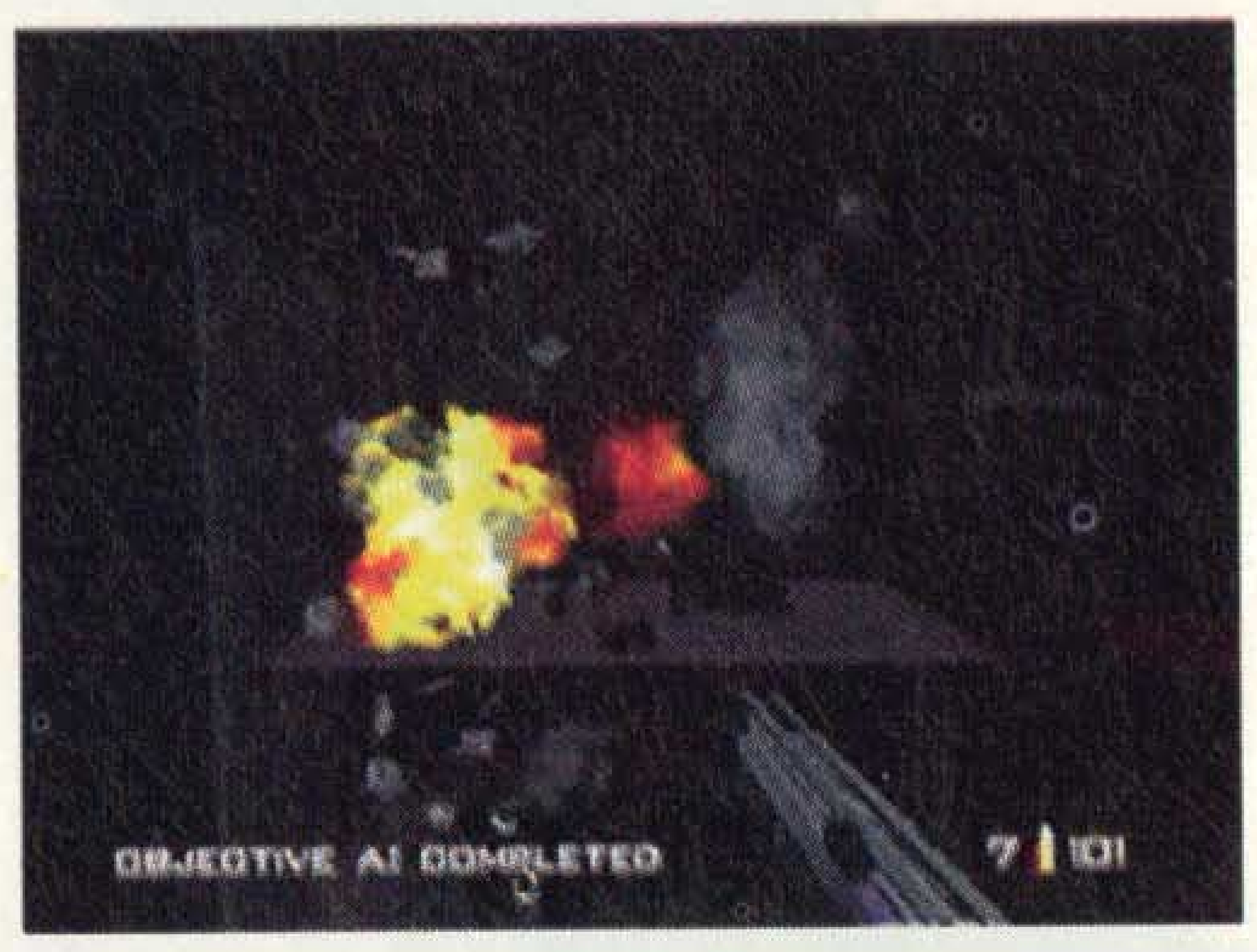
Objectives: Rescue hostages. Plant tracking bug on helicopter.
Quickest Route: 1) Go right off the boat, up the stairs, through the door, along the passage and out the other side. Plant the tracking bug on the helicopter. 2) Track back and take the first door on the left. Rescue the hostage. 3) Rescue the second hostage in the room to the right. 4) Exit room through second door, turn right and descend stairs. 5) Descend second flight of stairs and take first door on the right. 6) Rescue the hostage in the Engine Room. 7) Cross Engine room. Ascend stairs. Rescue hostage past door straight ahead. 8) Follow corridor round to last hostage. 9) Return to boat.



▷ This is the Engine Room on the Frigate. There are three guards inside and a hostage.

Level 8: Surface

Objectives: Break communications link to bunker. Gain entry to bunker.
Quickest Route: 1) Follow path till it forks. Turn right. 2) Take out the CCTV camera on hut, enter hut and pick up the Comms Room Key. 3) Return the way you came, taking the first right. 4) Enter the satellite station and open the locked door with the key. Destroy the console. 5) Turn right then, when the road forks, take the path that almost comes back on yourself. 6) Plant the remote mine on the helicopter, use your sights to make sure it's fixed on, well up the body. 7) Turn around and head for the bunker.



◁ This is the best way to break the comm-unications link. Now get out of there.

Level 9: Bunker

Objectives: Recover CCTV tape. Escape with Natalya.
Quickest Route: 1) Use your Watch Magnet to take the cell keys from the guard. 2) Escape, kill the guard with your bare hands but DON'T release Natalya. She'll just get in the way. 3) Exit the prison room, turn left, take the stairs, follow the corridor round, turn right, right again and then enter the first room on the right. 4) Pick up the video tape. 5) Track back and free Natalya. 6) Now take the same route except for the last right. Carry straight on and enter the control room. 7) Make for the exit.

▽ Yes, slightly unnecessary, this, 007.

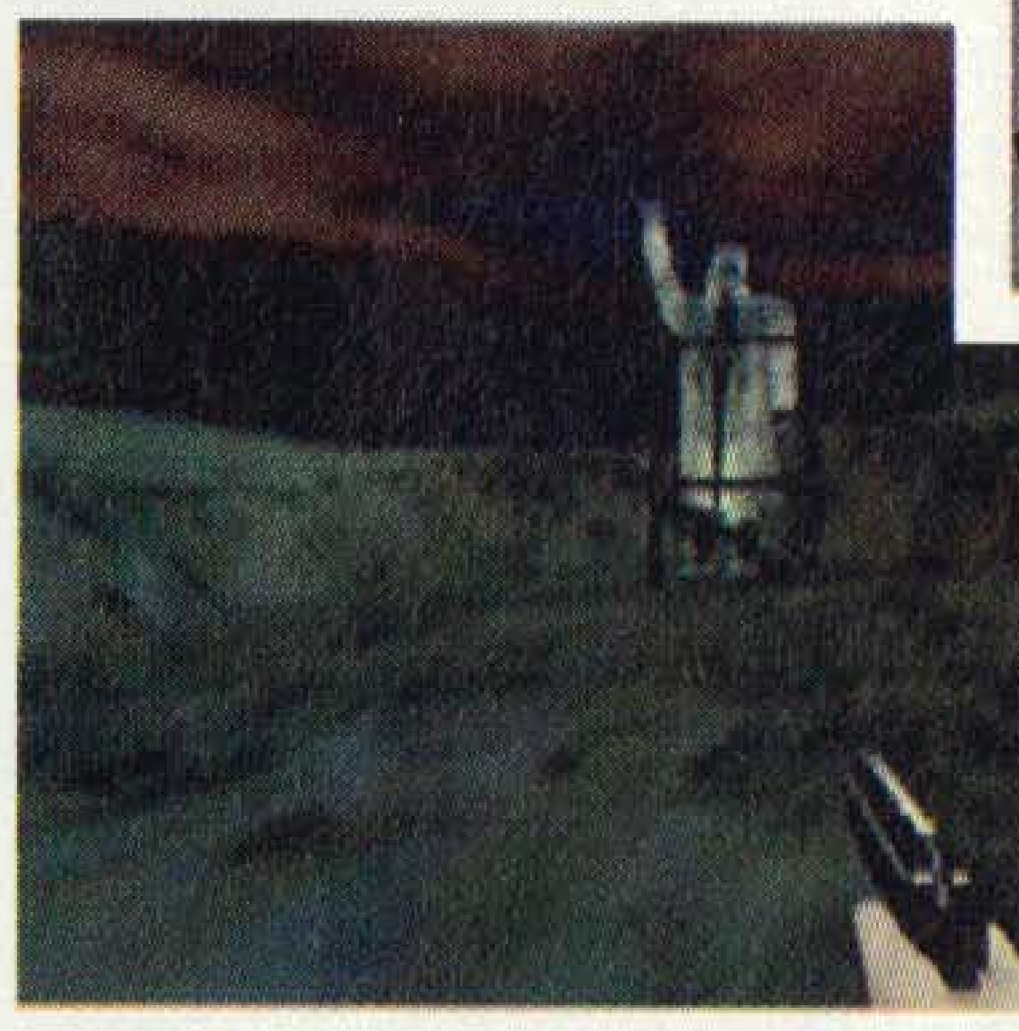
△ Take these out or else you're in trouble.

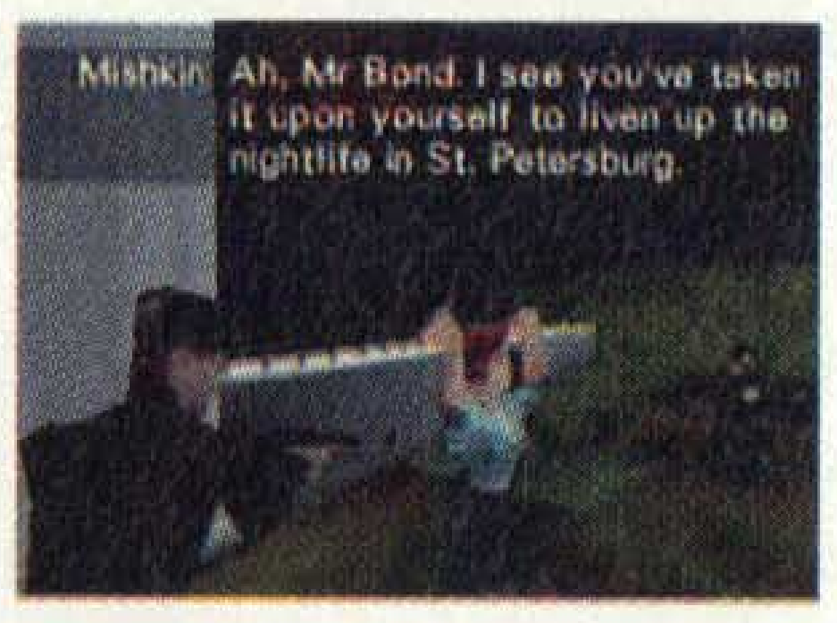
Level 10: Statue

Objectives: Contact Valentin. Confront and unmask Janus. Locate helicopter. Rescue Natalya. Find flight recorder.

Quickest Route: 1) Carry straight on until you find the red tin shed on your left. Valentin is in here. 2) Dead ahead, there's a gap in the fence. Enter here to meet Janus. Make sure you've put all your weapons away, though. 3) Once Trevelyan has finished his speech, pick off his men. 4) Head back to the start. 5) Get Natalya away from the helicopter. Watch it explode. 6) Seek out the flight recorder. It's randomly placed but is orange so it shouldn't be too hard to spot. 7) Return to the gates, behind the wreckage of the helicopter, with your gun holstered. 8) You have been captured. 9) Exit through the gates.

This is the Statue of Lenin where you'll meet up with Janus.





Mishkin: Ah, Mr Bond. I see you've taken it upon yourself to liven up the nightlife in St. Petersburg.

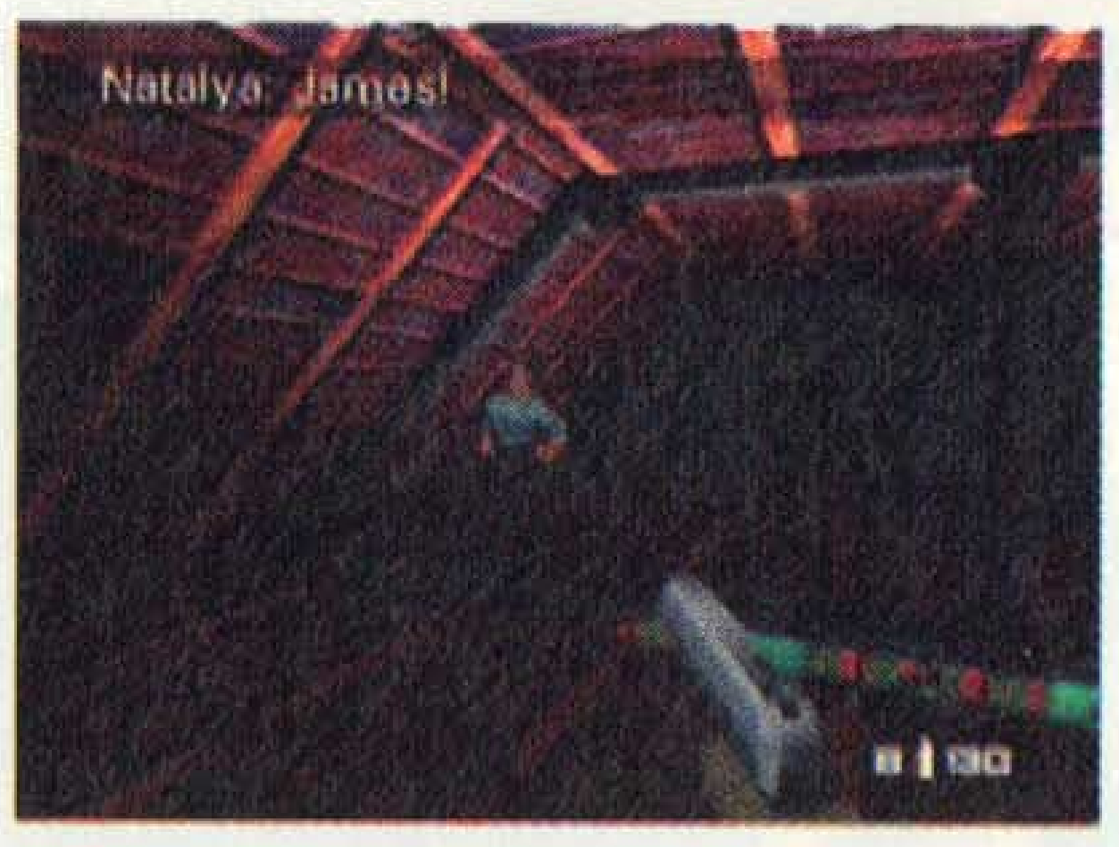
Damn it, Bond. You're supposed to work for the Secret Service. Be careful.

Level 11: Archives

Objectives: Escape from interrogation room. Find Natalya. Escape with Natalya.

Quickest Route: 1) Escape and turn right, taking the stairs at the end. 2) At the top, turn back on yourself and then right. 3) Move through the door at the end and carry on, taking the double doors at the end, on the left. 4) Move across the next room to the single door in between the set of doubles. 5) Free Natalya. 6) She'll start to wander off. Chase her and you'll end up at the top of the library building. If she gets away, head for the top floor anyway. 7) Now, find a window on the floor above, shoot out the glass and exit the level. Natalya will follow.

Get out of the room, get Natalya and get the hell out. Understand?



Natalya: James!

If Natalya disappears, go to the attic. She'll be hiding out, here.

Level 12: Streets

Objectives: Pursue Ourumov and Natalya. Minimise civilian casualties.

Quickest Route: 1) Get into tank, using the B button. 2) Take the first right then at the two forks on the way, take a left.

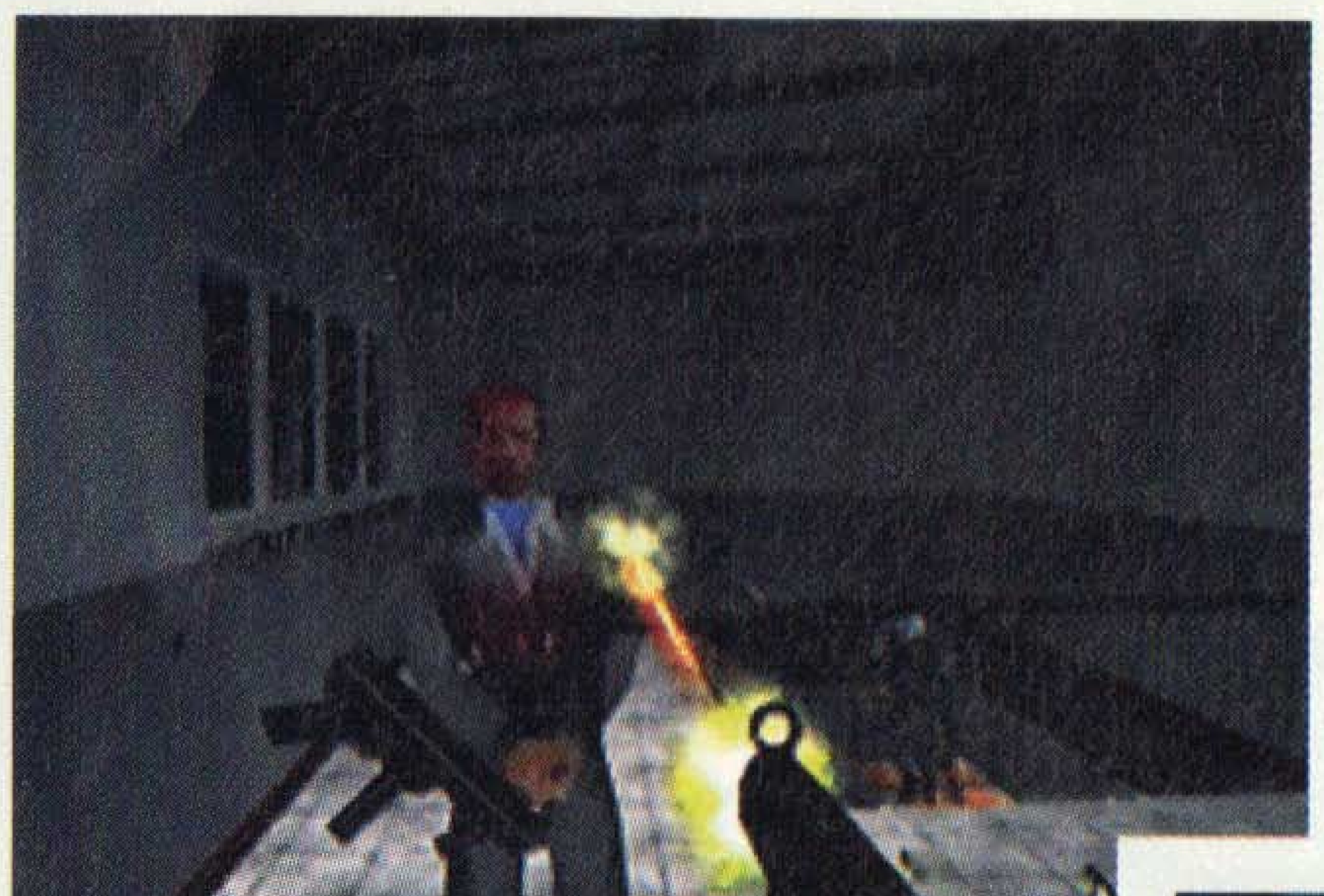
Driving a tank round St. Petersburg? Trust you, 007. Next time, be a good boy and use a car. Honestly.

At least deal with these before you get in the tank.

Level 13: Depot

Objectives: Locate Trevelyan's train.

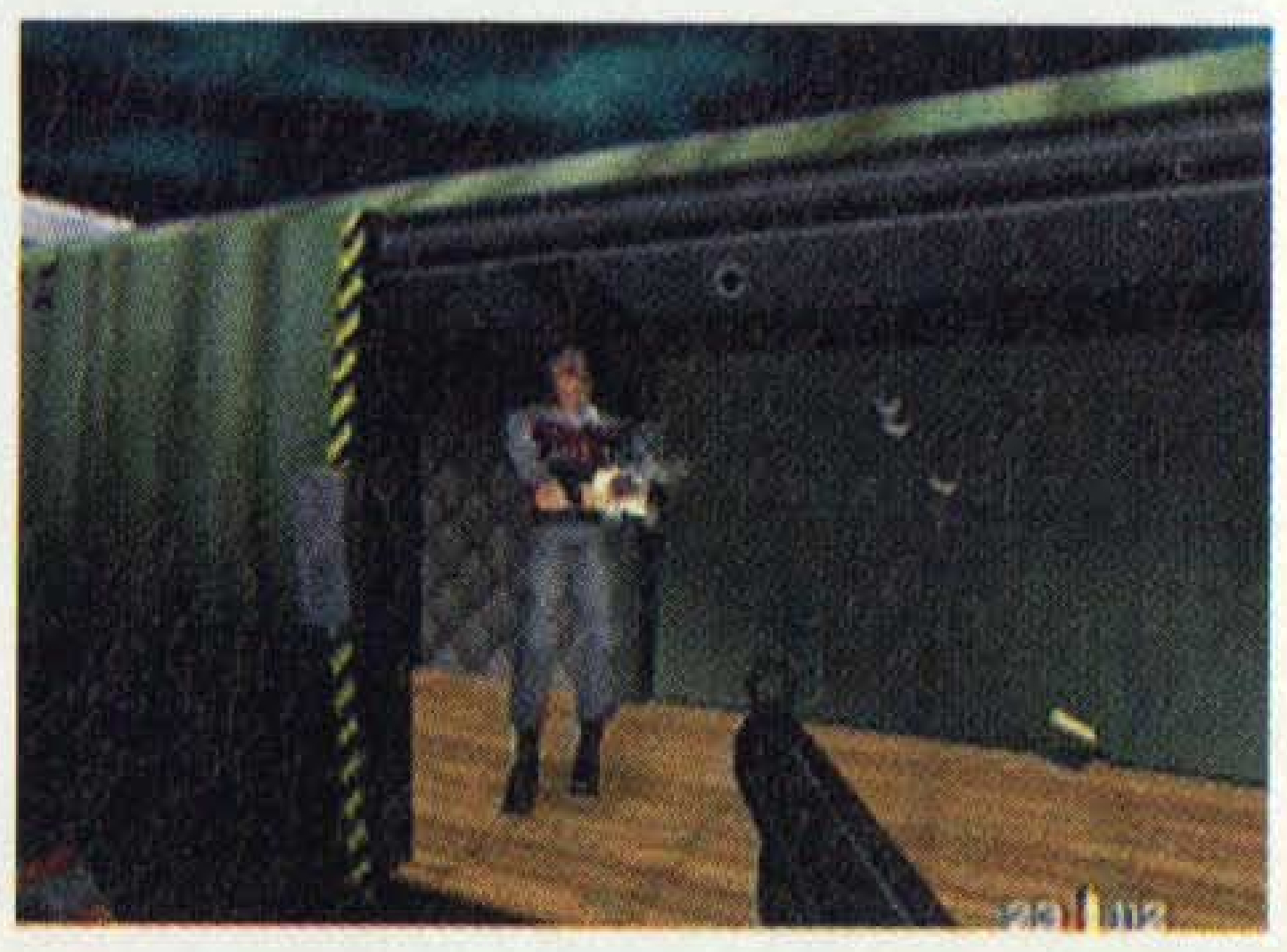
Quickest Route: 1) Move out of the courtyard and to your right, behind the crates, for some body armour. 2) Move straight across to the double gates. 3) Head straight then right, then left. 3) There'll be a boarded-up house. Move past it to the two-floored building behind it. 4) Enter the building, take the stairs to the second floor then exit. 5) You'll find yourself inside a depot. Leave through one of the two grill doors and the train will be on the other side. 6) Open up the train door but beware of the two Janus operatives inside.



Get to the train, will you Bond? If you hang around then...

... you run the risk of this happening. We don't want you getting this far then dying on us, Bond.

There's a good chap. Take the Janus operatives out then get inside. They shouldn't be too much of a problem. They're Russian, after all.



Level 14: Train

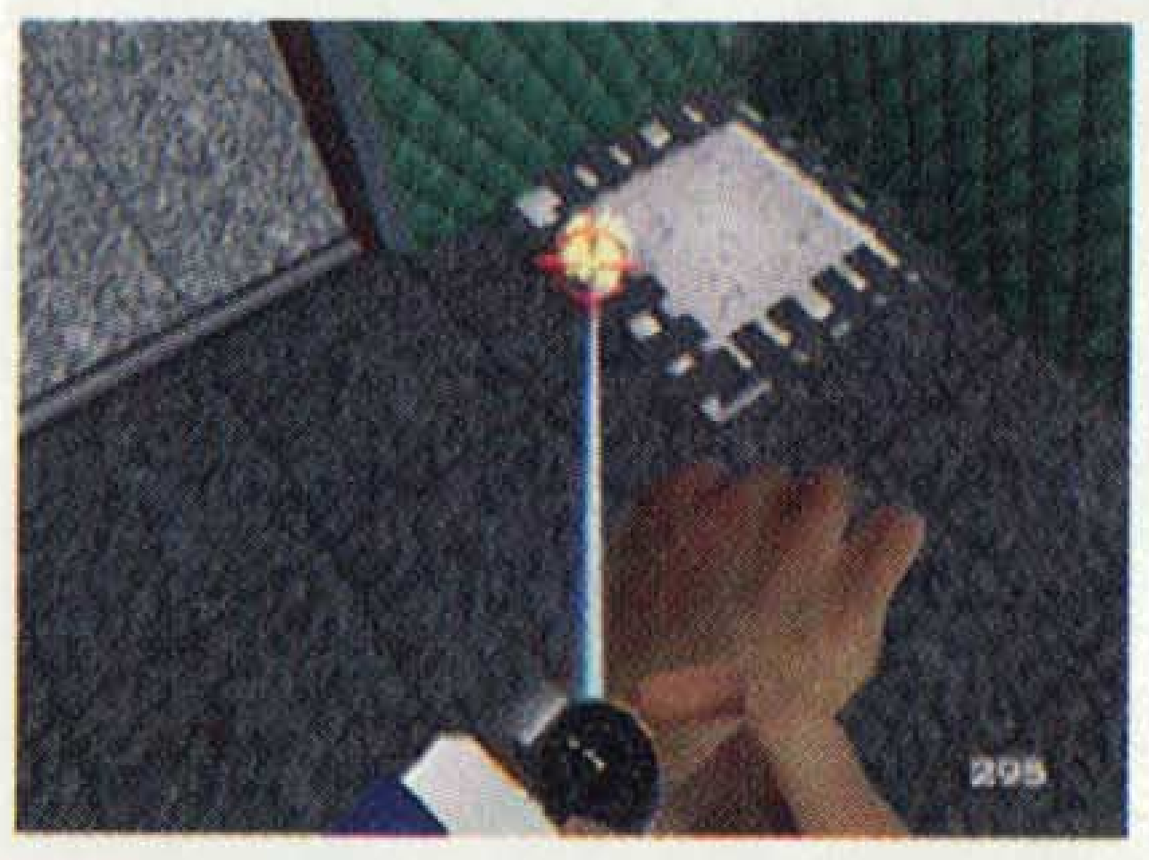
Objectives: Destroy brake units. Rescue Natalya. Escape to safety.

Quickest Route: There's only one route through the train. Merely follow it through to the end. However: 1) When you get to Natalya, pick off the guard holding her hostage straight away, using your sights. 2) Use your watch laser, not any of the guns, to escape via the hatch in the corner. 3) Once out, there are three soldiers to your left. Kill them immediately. 4) Take cover, as the train blows up, behind the boxes.

Janus certainly know how to welcome one, don't they? Don't worry about vendettas James. Get Natalya out.

ED UP SOME AMMO.
19 497

Your best weapon for this mission will probably be the D5K Deustche. It's quick, reliable and powerful.



Q doesn't spend weeks providing you with stuff like this for nothing, you know. Use it for the corner hatch then get out of there before the train blows.

GO! GO!

TOP SECRET: FOR YOUR EYES ONLY

CUBA

Mode: Agent
Levels: 15-18

CLASSIFIED INFORMATION

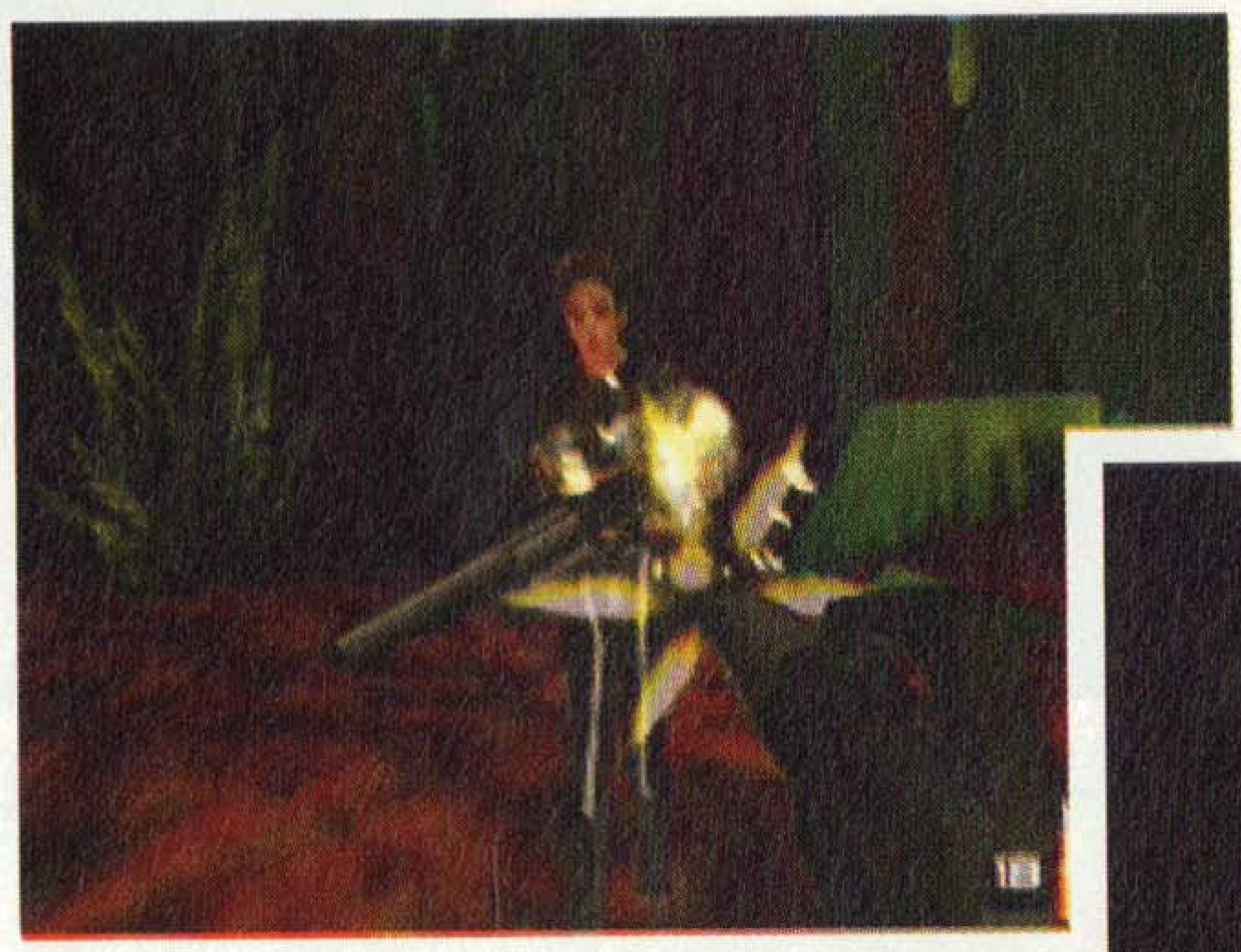
Right, pay attention Bond. Trevelyan *must* be put down. I don't care whether he was a friend of yours or not, a former member of the British Secret Service running round heading up a terrorist organisation like Janus makes us all look like ruddy fools.

He's moved onto Cuba with Ourumov and that Onatopp woman. They'll probably prove fairly competent opponents but the real prize has to be Trevelyan. He's trying to reprogram the cradle out there with the GoldenEye co-ordinates. He must be stopped.

Level 15: Jungle

Objectives: Destroy drone guns. Eliminate Xenia. Escort Natalya to Janus base.

Quickest Route: There's a single route to take. And that's straight on. However: 1) There's one set of body armour for each drone gun. They're located towards the right and left of the jungle. 2) Use the AR33 sights to take the guns out from range. 3) Get close to Xenia when she attacks. This way she can't fire grenades at you. 4) Throw grenades into the base to clear a passage for you and Natalya, when you rescue her. But, be quick as the noise will attract attention.



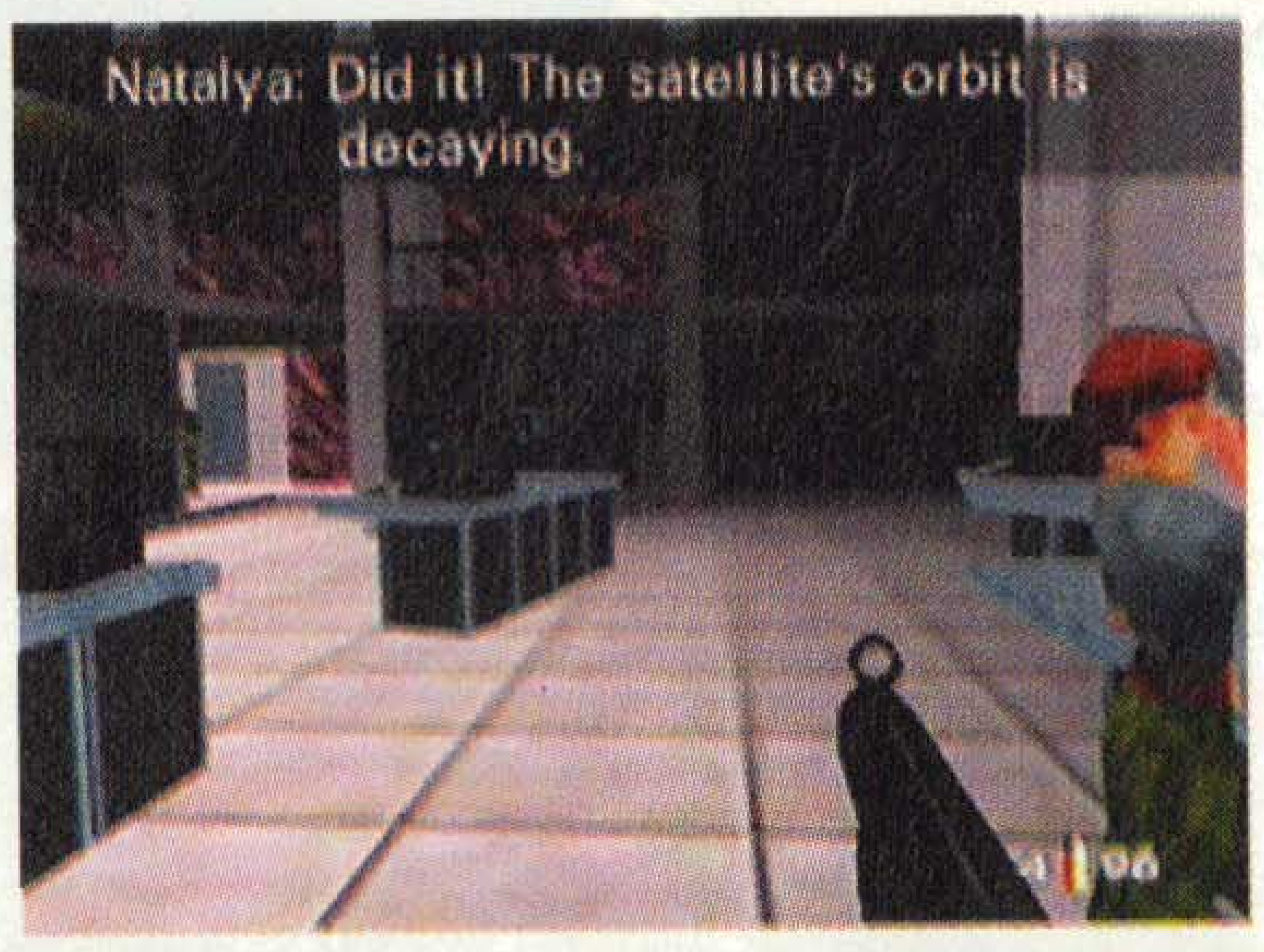
◁ *The unfortunately named Onatopp is a worthy adversary. But get close to her and she can't get a proper aim on you.*

Well, that's one way of approaching it, I suppose. Typical of you, 007. ▷

Level 16: Control

Objectives: Protect Natalya. Disable GoldenEye satellite. Destroy armoured mainframes.

Quickest Route: 1) Kill the six soldiers in the first section of the level. 2) Return for Natalya and get her to open up the security door. 3) At the fork in the corridor, head for the left and pick up the remote mines. Track back and kill the soldiers to the right. (Trying not to use too many of the mines). 4) Head up the stairs in the Generator room and through the two slide doors. 5) Boris is straight ahead. Do NOT kill him, as Natalya needs his help. 6) Blow up the five initial control units. They're easy to find. 7) Once done, return to the first floor and the right unit you blew up. There's a door next to it. 8) Natalya will meet you here. 9) Now protect her and the middle control desk as she disables the satellite. 10) She'll leave. You now have to find the sixth control unit. 11) You'll notice there are two door ways built into the wall opposite the huge video screen. Take the right one. The unit's in here. After blowing it up take the exit door and make for the lift. 12) Watch out for Trevelyan, who pops up and tries to kill you.



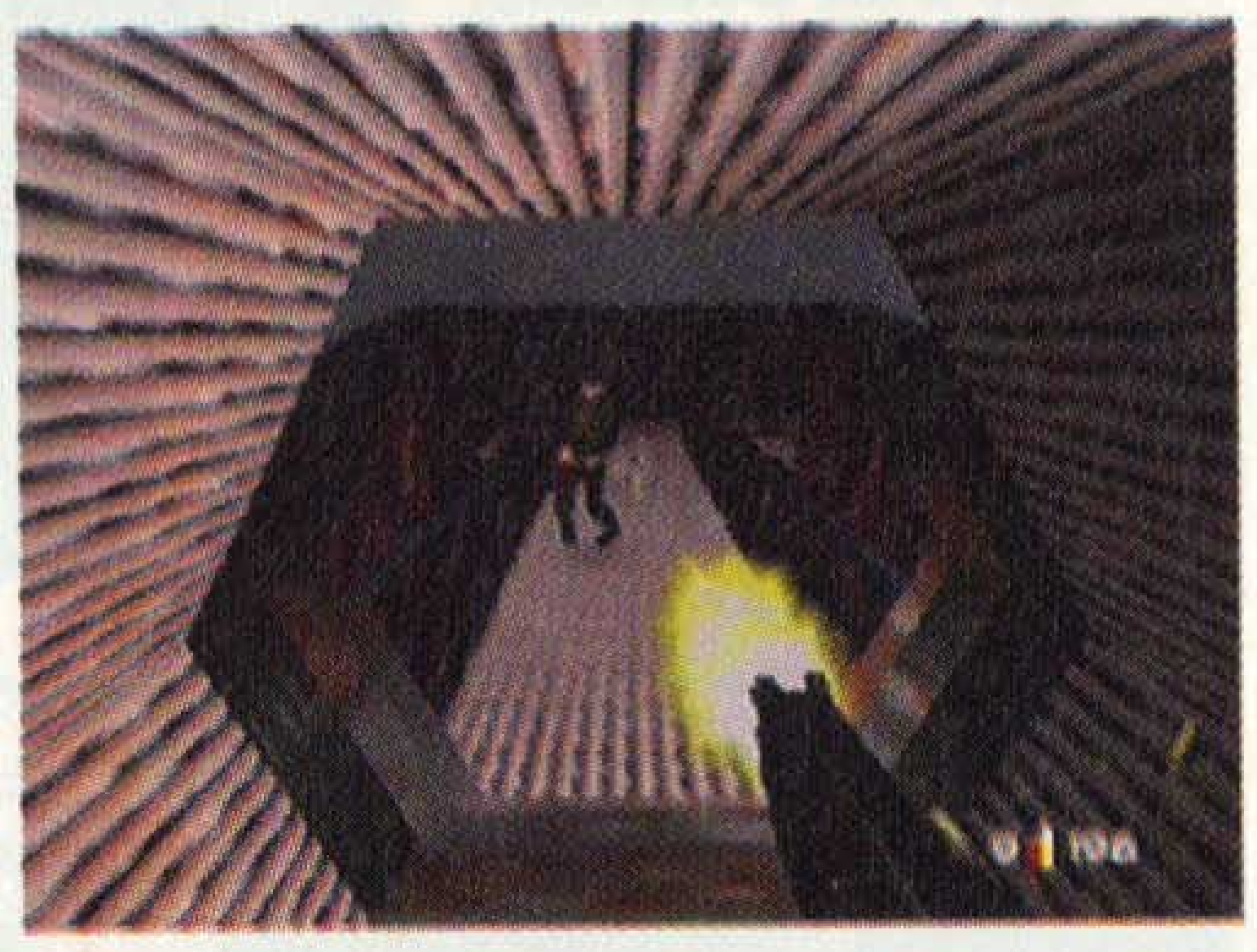
Natalya: Did it! The satellite's orbit is decaying.

◁ *She might seem a liability, Bond, but she knows her stuff. Make sure you protect her whilst she's doing this.*

Level 17: Caverns

Objectives: Minimise scientist casualties.

Quickest Route: The layout of the Janus base is fairly straightforward even though it's large. Minimising scientist casualties shouldn't be difficult either as they very rarely walk into your line of fire, here. Just be careful of the operatives and their weapons, particularly the RC-P90s. Also, they're now armed with grenades.



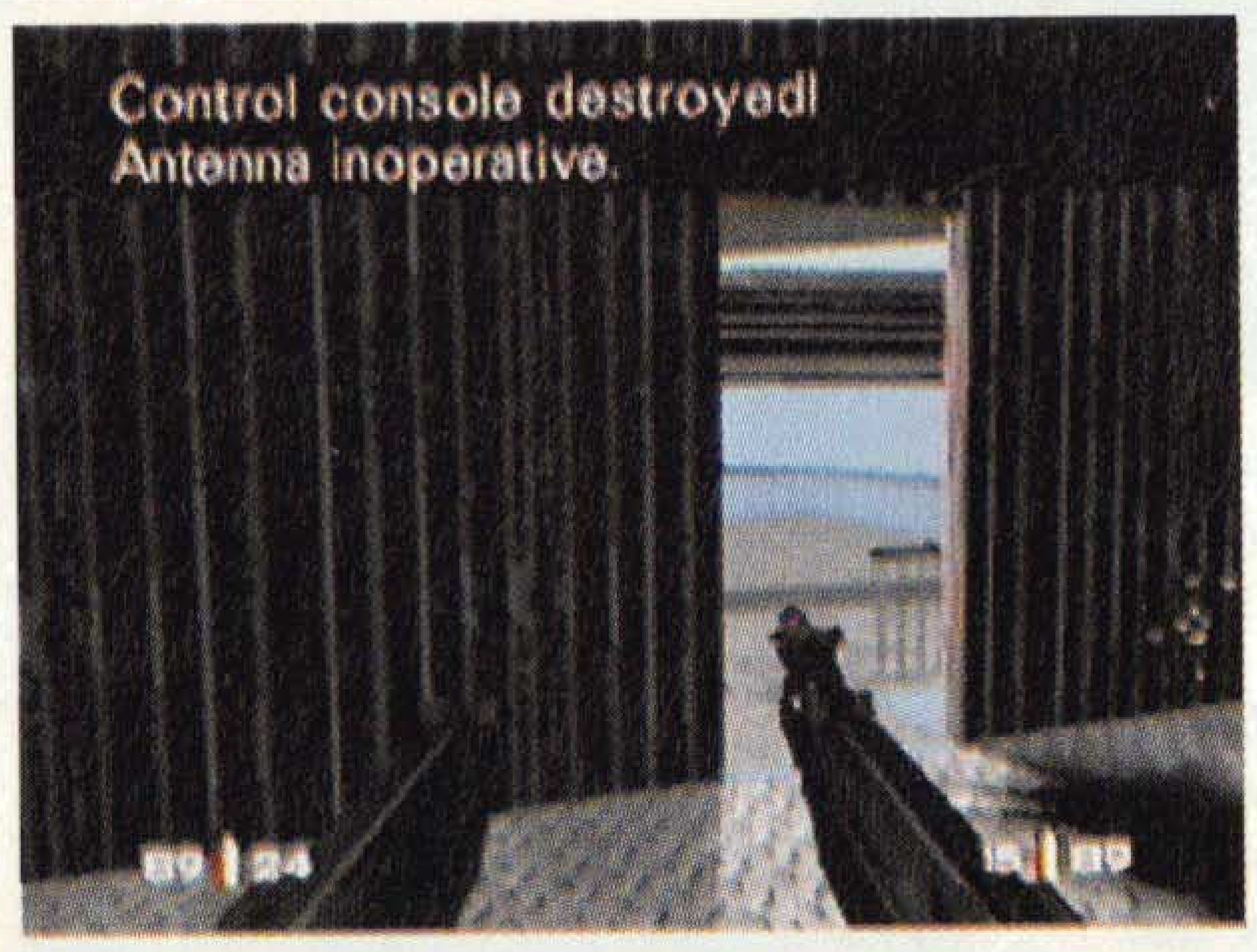
△ *Get these people out before the guns start going off. We don't want blood on our hands.*

These, however, can be dispatched as you see fit. ▷

Level 18: Cradle

Objectives: Destroy control console. Settle the score with Trevelyan.

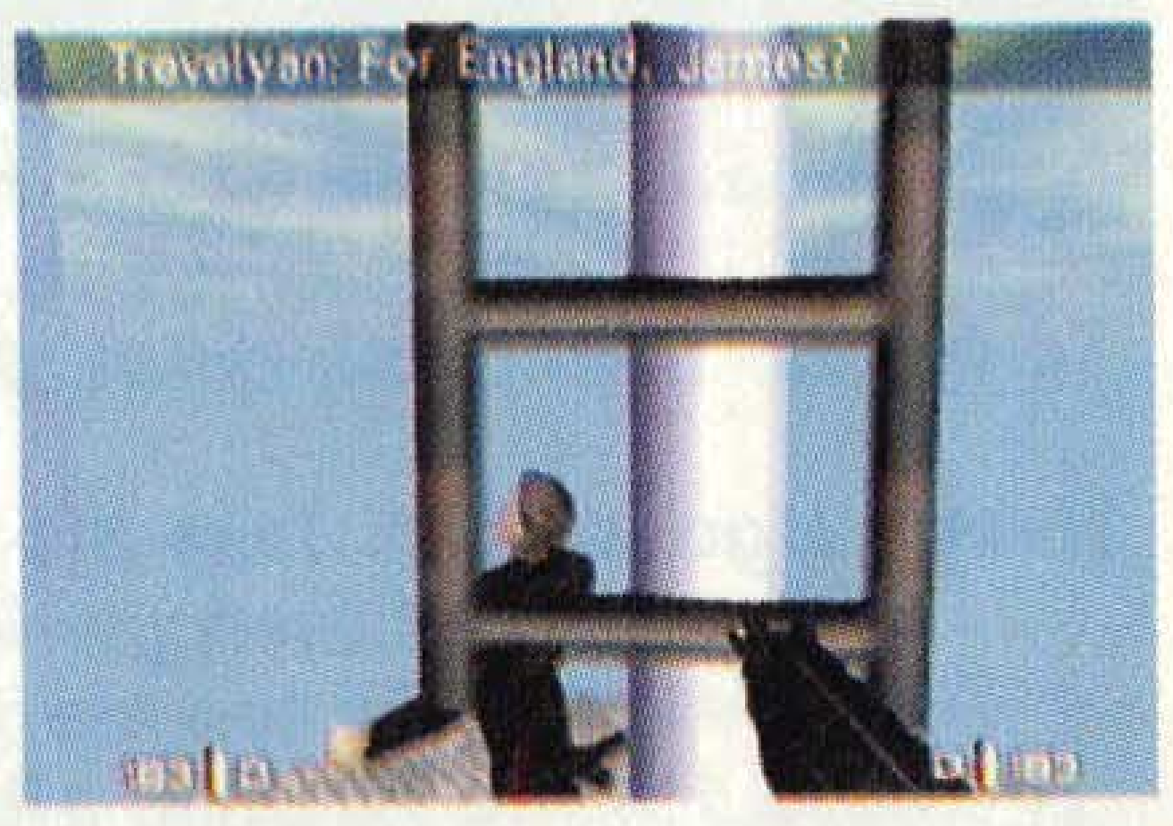
Quickest Route: 1) You start in front of a hut. Behind it is some body armour. 2) Start to move along the walkway and pick off the soldiers at the end, from as far away as possible. 3) Take the first flight of stairs down to the centre of the cradle where there are two huts. The console is in the left hand one but there are two drone guns protecting it. 4) Trevelyan doesn't always appear straight away but, if you hang about this area, he'll eventually turn up. 5) Now chase and constantly fire at him. He'll eventually lead you to a hanging platform. 6) You'll drop down into it, after him, but if you're not quick, he'll fire at you and push you off. So, as soon as you drop, fire at him. 7) Success will see him fall from the hanging platform. And Janus will be no more.



Control console destroyed!
Antenna inoperative.

◁ *Good work, 007. Now wait for 006 to turn up.*

▽ *Good, Bond. Now go and keep the British end up.*



Trevelyan: For England, James?

YOUR WEAPONRY

Guns

Walther PPK

Details: Standard issue for 00 Agents.
Performance: Superior when fitted with a silencer. Accurate, fast reload, excellent from close range.
Magazine: Seven shot.
Special Note: Available in Silver and Gold. The latter can put down opponents in one shot.

OVERALL: ●●●●☐

KFV Soviet

Details: Standard issue to Soviet troops.
Performance: Powerful, unspectacular. Spray effect deems it inaccurate. Good for building crowds.
Magazine: 30 shot.

OVERALL: ●●☐☐☐

Klobb

Details: Czech of origin.
Performance: Lightweight feel, powerful shot, loud, conspicuous. Accurate and perfect at close range.
Magazine: Nine shot.

OVERALL: ●●●☐☐

DD44 Dostovoi

Details: Soviet automatic pistol.
Performance: Noisy but solid, inaccurate but immensely powerful. Reloads quickly. Good all-rounder.
Magazine: Nine shot

OVERALL: ●●●☐☐

DSK Deustche

Details: Special Forces issue.
Performance: Superb rate of fire, fast reload, good from all distances. Can be fitted with silencer.
Magazine: 20 shot.

OVERALL: ●●●●☐

ZMG 9mm

Details: Favoured by terrorist groups.
Performance: Hand held, sub-machine gun. Rapid fire, fast reload. Devastating at close range.
Magazine: 32 shot.

OVERALL: ●●●●☐

Phantom

Details: Favoured by terrorist groups.
Performance: Impressive. Fast fire, accurate at all distances, lightweight and quick to reload.
Magazine: 50 shot.

OVERALL: ●●●●☐

Automatic Shotgun

Details: Soviet issue.
Performance: Savagely powerful in close quarters but inaccurate from distance and has a horrendous reload.
Magazine: Eight shot.

OVERALL: ●●☐☐☐

AR33

Details: American assault rifle.
Performance: Magnificent all-rounder. Powerful, good from distance, accurate from range. Rapid reload.
Magazine: 30 shot.

OVERALL: ●●●●☐

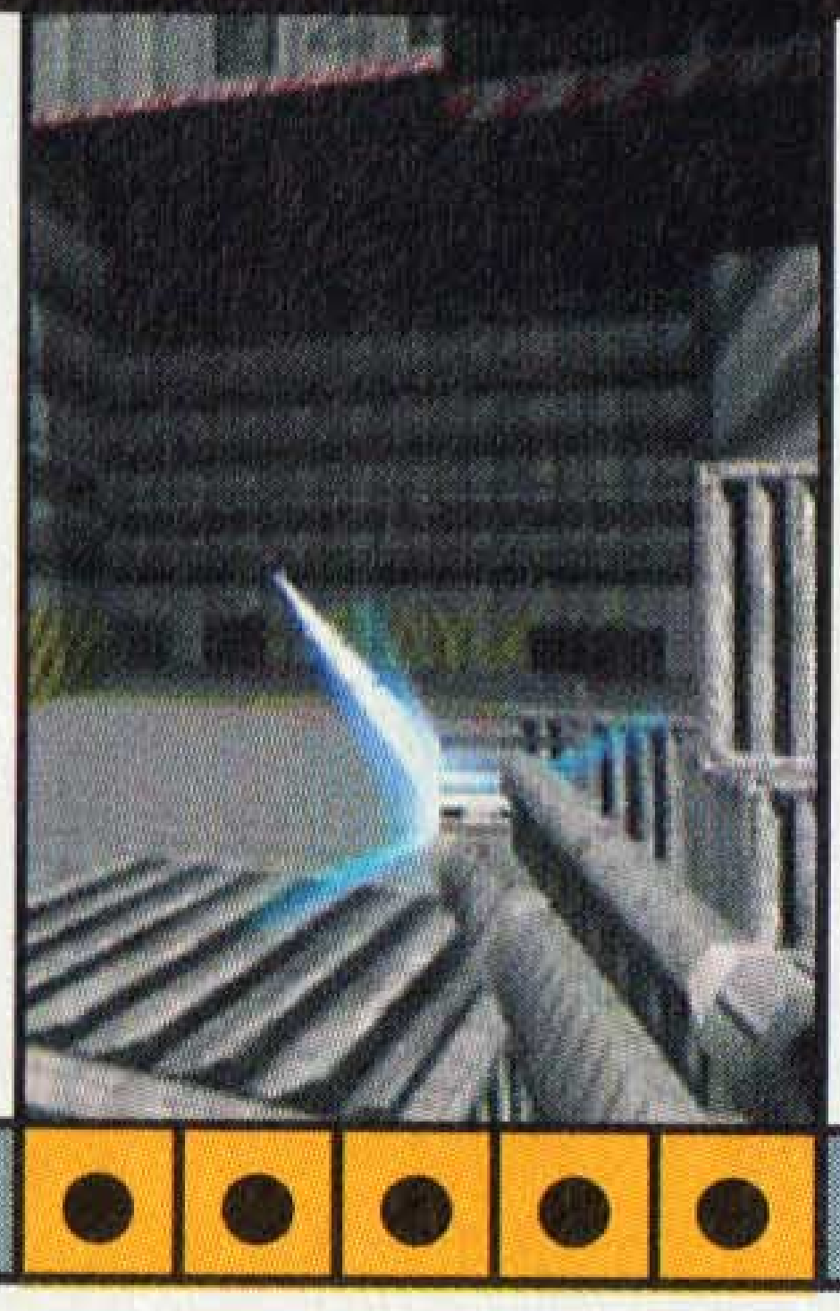
RC-P90

Details: Janus issue.
Performance: Devastatingly powerful, supremely accurate, large magazine. Cannot be beaten.
Magazine: 90 shot.

OVERALL: ●●●●●

Moonraker Laser

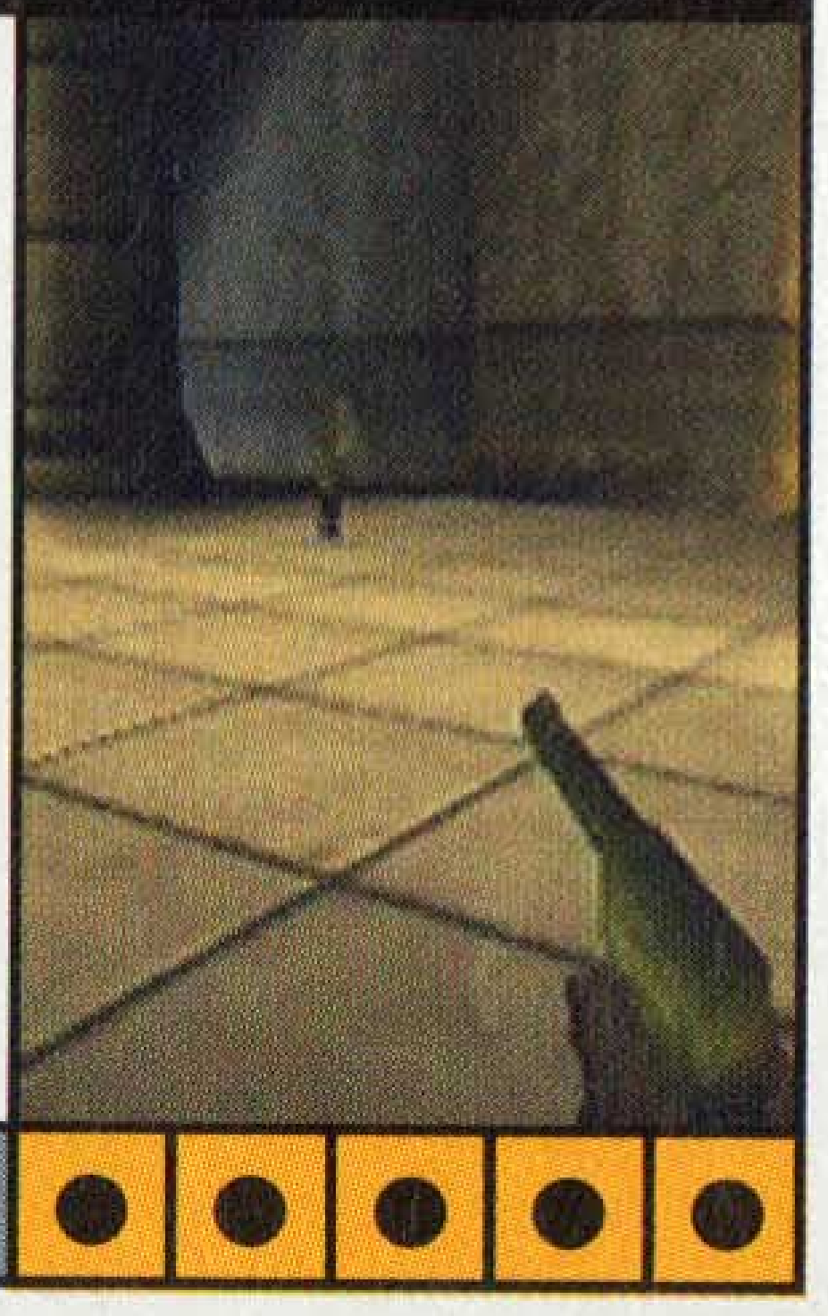
Details: Standard for Drax operatives.
Performance: Highly dangerous. One shot can sometimes be enough to kill. Accurate, no reload time.
Magazine: Unlimited.



OVERALL: ●●●●●

Golden Gun

Details: Only one in existence.
Performance: The most deadly weapon in the world. Certain death with one shot. Be very, very careful.
Magazine: Eight shot.



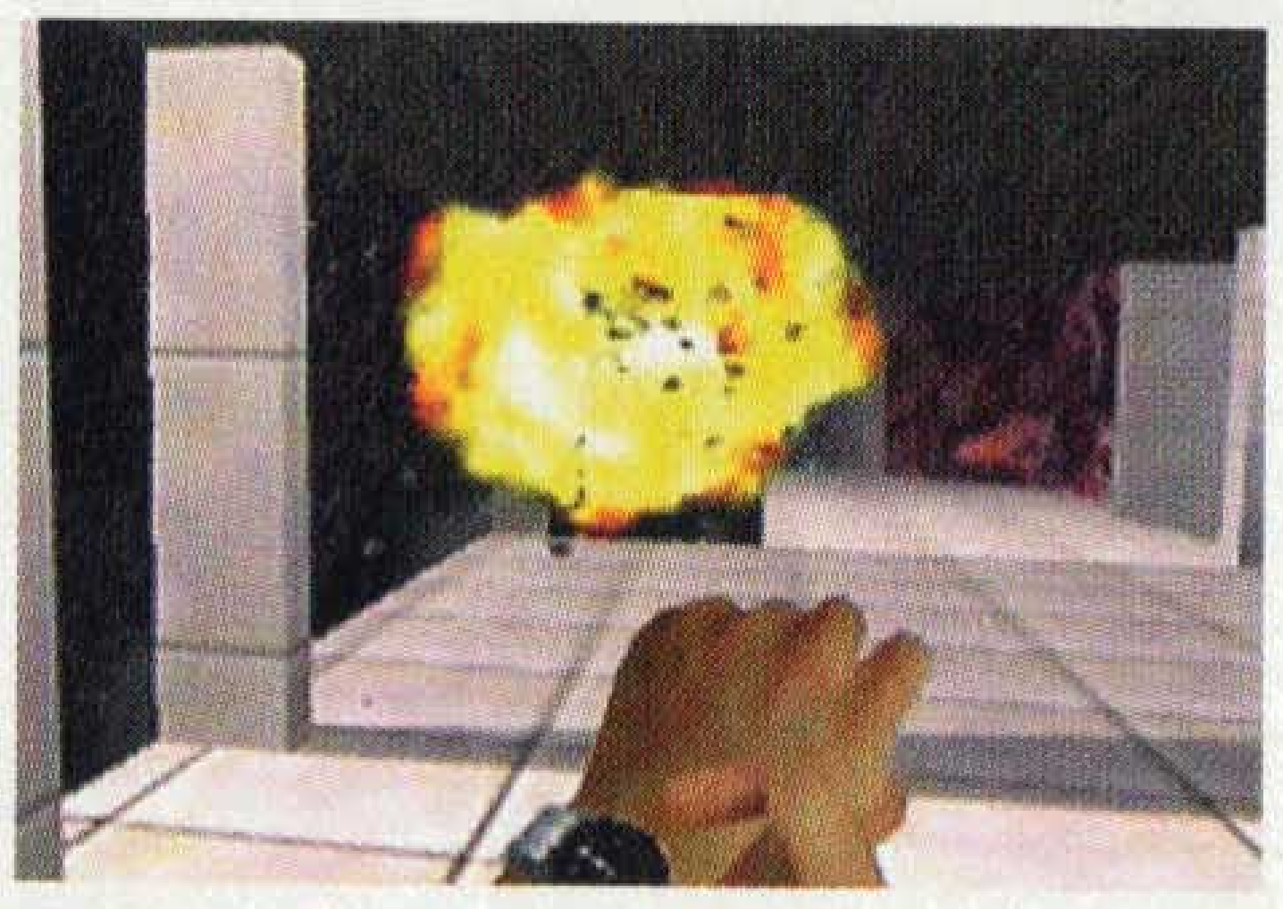
OVERALL: ●●●●●

Additional arsenal

Two varieties of knife, Bond: throwing and hunting. The differences are minimal but both are useful for confined spaces where noise will attract attention. However, be warned, they're highly inaccurate.

The Grenade Launcher, Rocket Launcher and Cylinder Bomb-Thrower are best saved for wide open spaces. The former can deal adequately with a crowd. Its impact is immense but be wary of being caught unaware in the resultant smoke. The Rocket Launcher can destroy vehicles in one shot. That's all you need to know. The Cylinder is savage but unreliable and inaccurate.

Explosives: Hand Grenades have an obvious impact. Their fuse is short, though, at five seconds. Remote Mines are Secret Service issue. You can set them off via your watch. Q, I'm sure, has briefed you on how that works. Timed Mines work similarly to the Remote version but only have a five second fuse. Proximity Mines are something to be careful of, 007. They're triggered by body heat. Plastique Explosive is powerful stuff. Use it wisely, especially in regard to enemy settlements.



Finally, there's the Stun Gun. You need to be close to your opponents, 007, otherwise you'll be hit before you know it. But, you're experienced enough to know the ins and outs of weaponry such as this. Be a good boy and don't let us down.

GO! GO!

THE MAGNIFICENT 007
The fourth and final difficulty level in *GoldenEye* is 007 Mode. To reach it you have to beat all three levels on every single mission (including Aztec and Egyptian). On completion, you can now edit the enemy forces, cutting down on their reaction times or accuracy. It's not, perhaps, as good an all-out Edit facility as we'd hoped for, but the option to alter the levels is a welcome one. And at least you get a chance to play the missions all over again.

LEVEL AND LET DIE

Soooo, those are the 18 missions. But even after that there are still three more difficulty settings, a plethora of new objectives and two secret Bond levels...

Both the extra levels are completely unrelated to GoldenEye, instead opting to bring you a more traditional slice of Bondian adventure. On Level 19 – entitled Aztec, and playable after completing the game in Secret Agent mode – you're placed beneath the ruins of Teotihuaca'n in Mexico, in true Moonraker fashion.

In fact, the level *is* Moonraker, albeit a hugely compressed version. Your objectives are to reprogram the launch sequence of the shuttle then send the rocket into space. However, you not only have to get past a horrendously difficult security set-up but you have to contend with the newly-discovered Moonraker Laser. And there's the small matter of obtaining a security card from Jaws, who's none to pleased to see you.

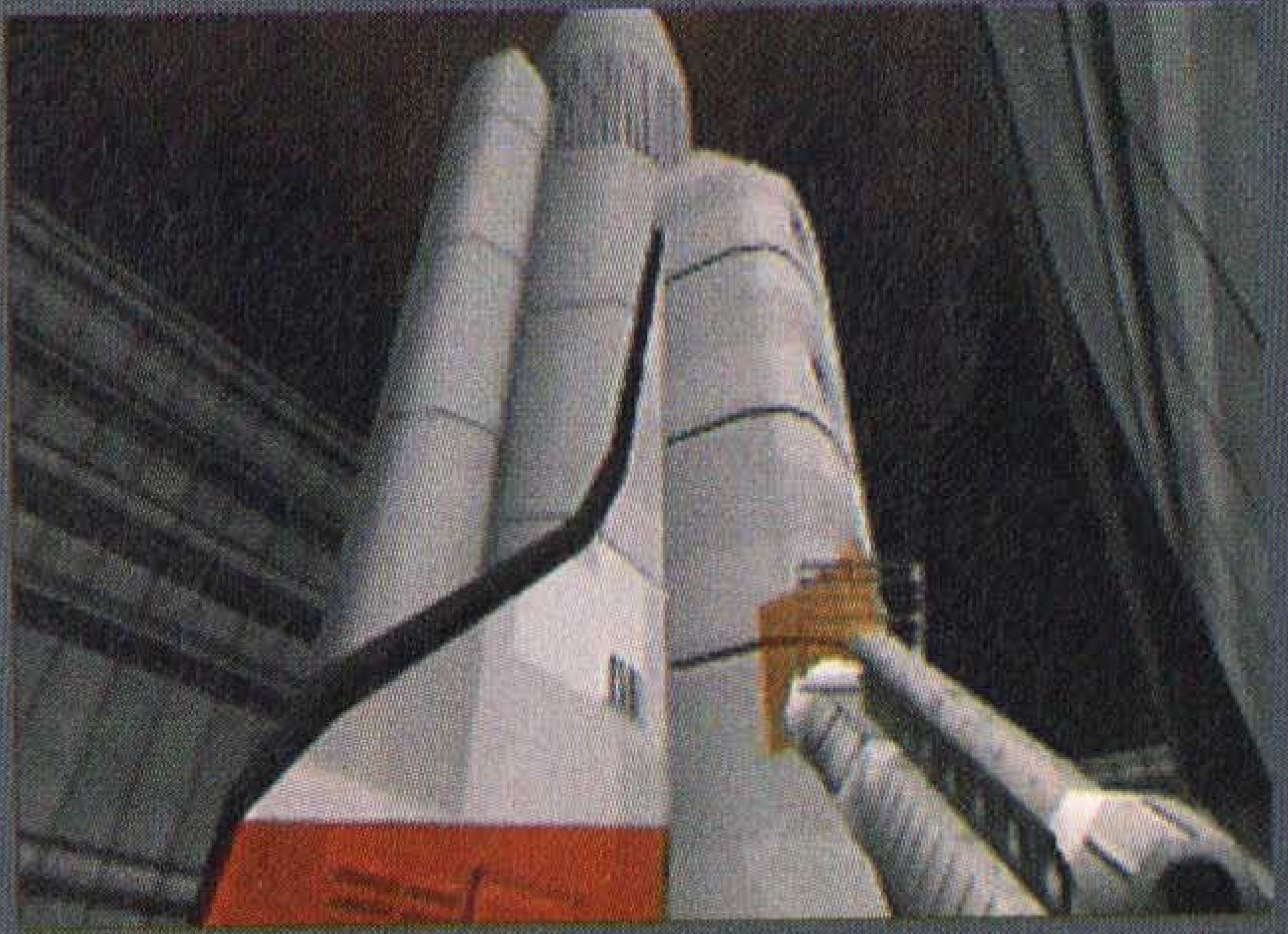
The last level of the game, Egyptian (playable after completing the game on 00 Agent), is a horrifically tricky marriage of Live and Let Die and The Man With The Golden Gun. Three-nippled freak Scaramanga doesn't make an appearance, but his Golden Gun does, encased in glass and surrounded by buttock-clenchingly powerful gun turrets.

And this forms the second half of your mission objective in Agent mode: to retrieve the Golden Gun – the most sought-after weapon in the world – and the only hand gun able to kill people with one shot.

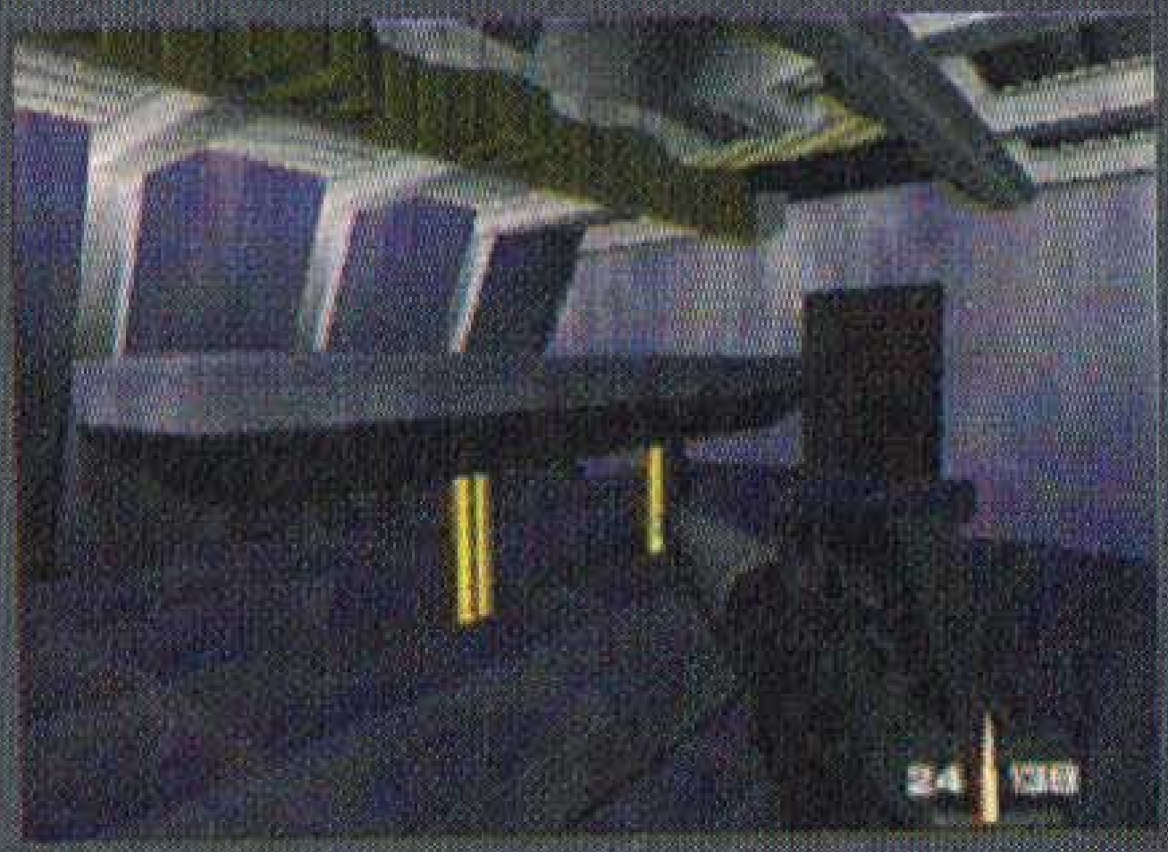
The first part of the level, however, will prove just as ticklish. Baron Samedi – he of the top hat and face paint in Live and Let Die – has to be defeated. And if the fact that he can reincarnate wasn't bad enough, when you've killed him for the second time, he dims the lights and you have to play the level in virtual darkness subsequently meaning you're hunting round for a scary-faced loon, with a frightening laugh, in near black.

We'll leave you to play your way through these for the time being, but will be revealing Rare's own secrets this time next month in our exhaustive How To... guide. And on all three difficulty levels...

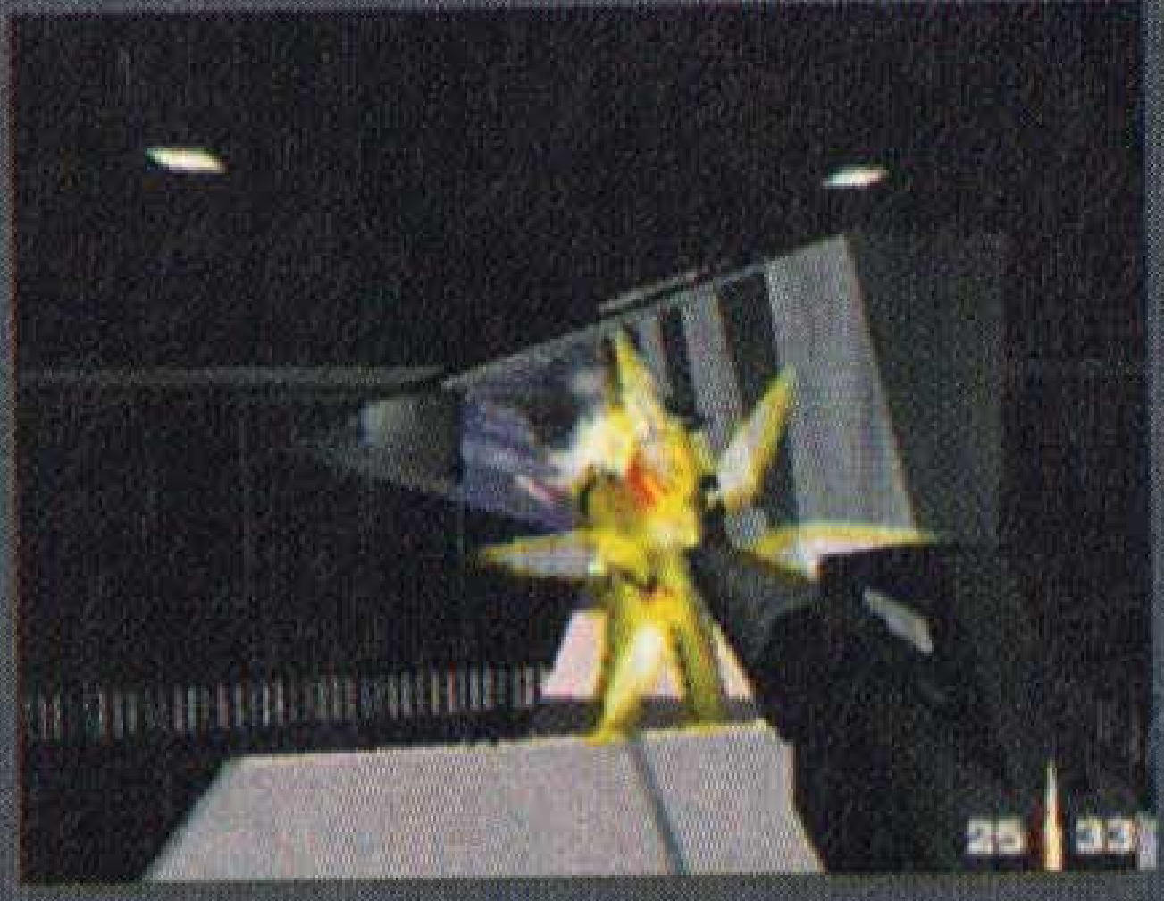
Level 19 Aztec



△ *This is the shuttle you have to reprogram then launch. It's harder than it sounds.*

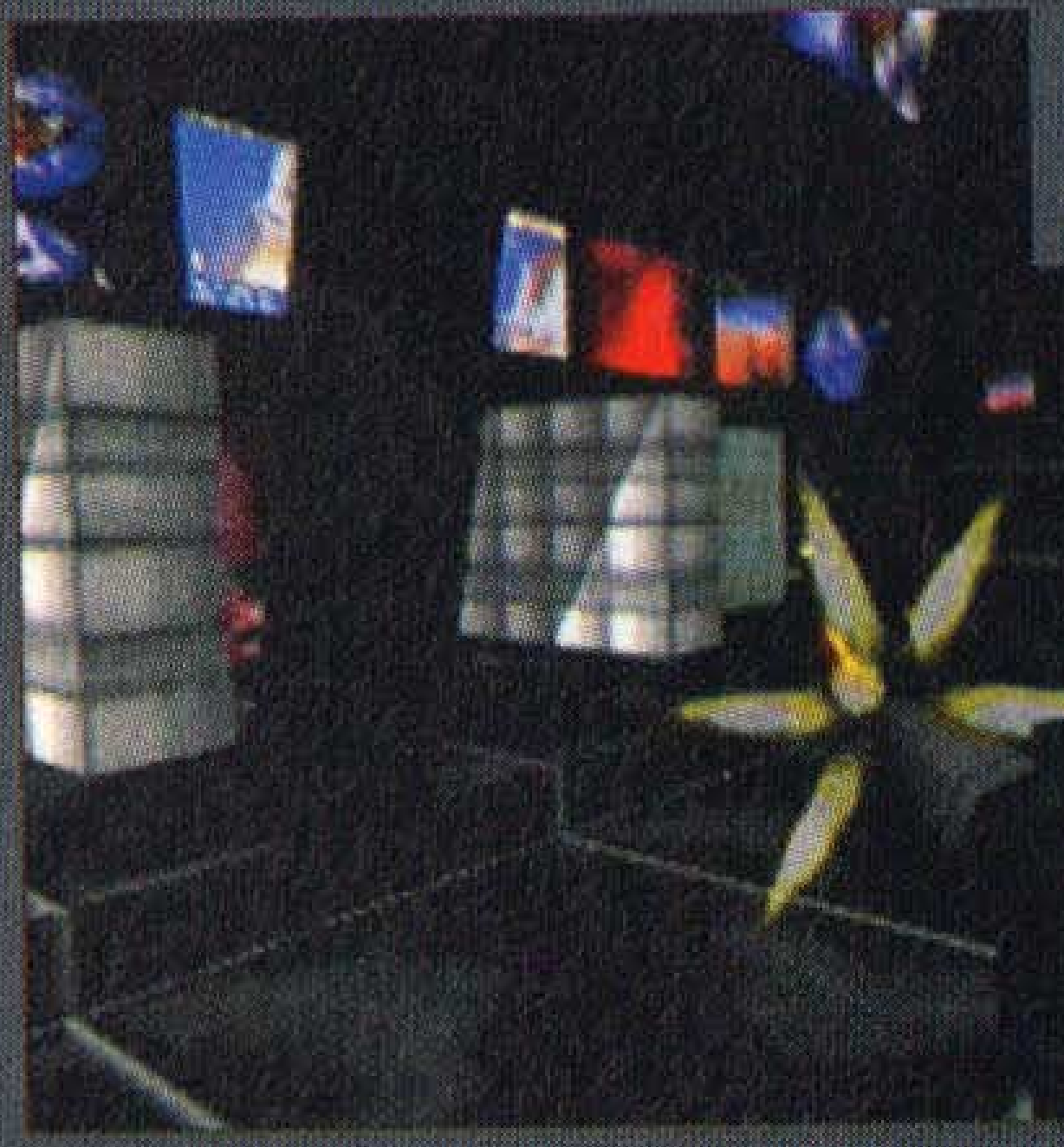


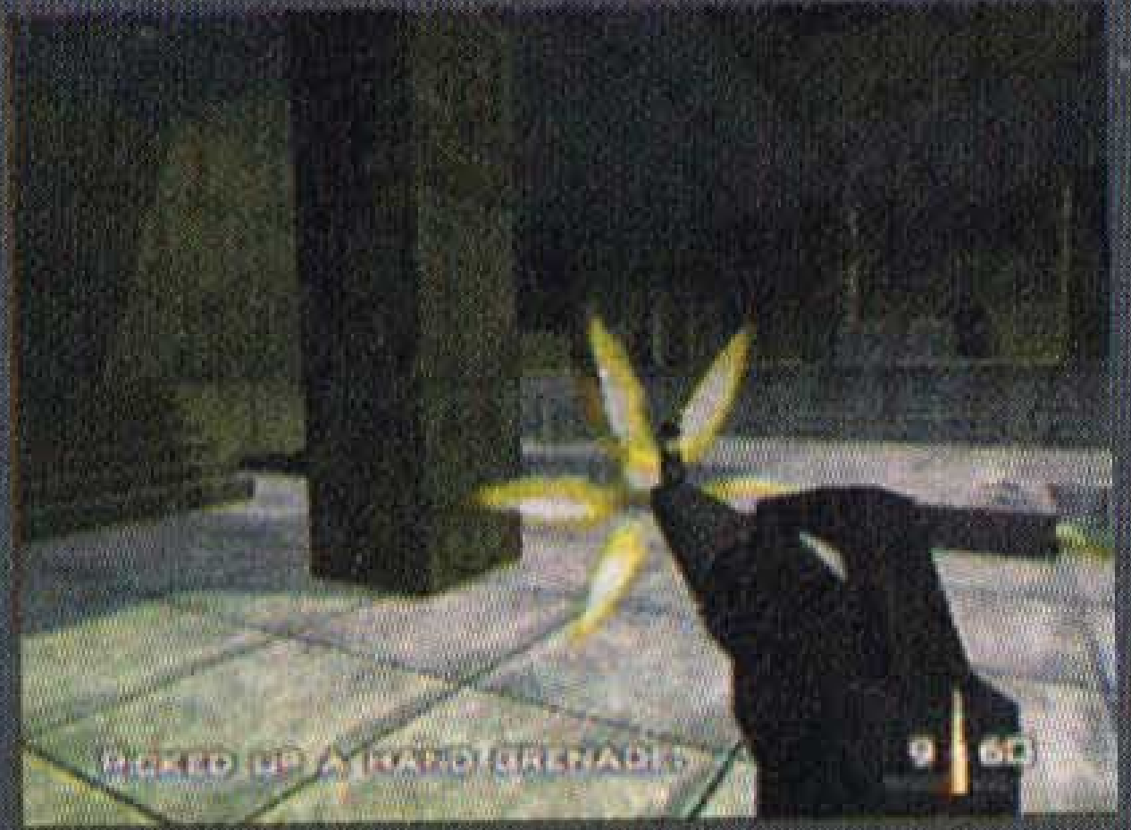
This guard is hidden behind a console. You can get past it by shooting at it. ▷



◁ *When you enter this room, the roof will close. Get out. Quickly.*

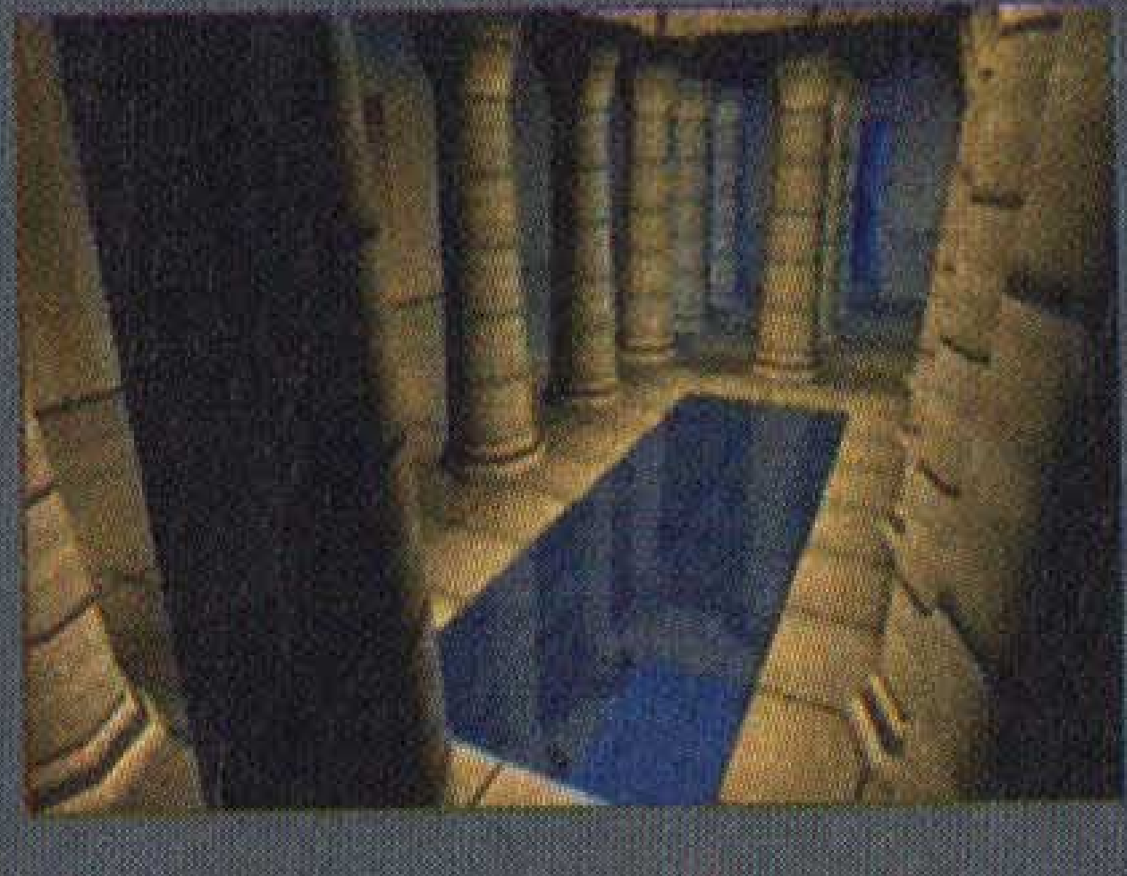
▽ *The main control room. Clear it of all guards.*





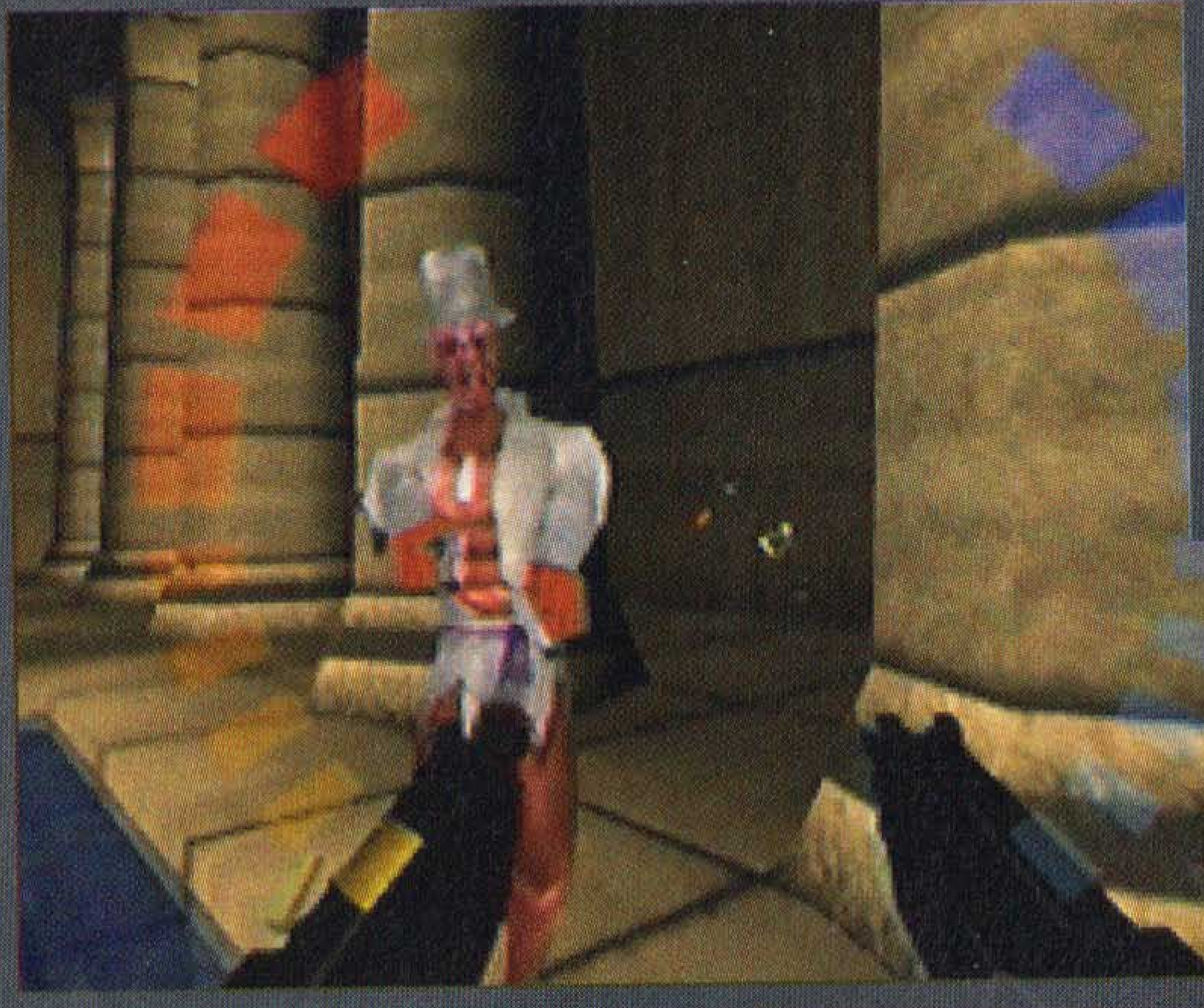
△ *The level begins in a brilliant Aztec temple. And you can meet Jaws via one of two possible paths.*

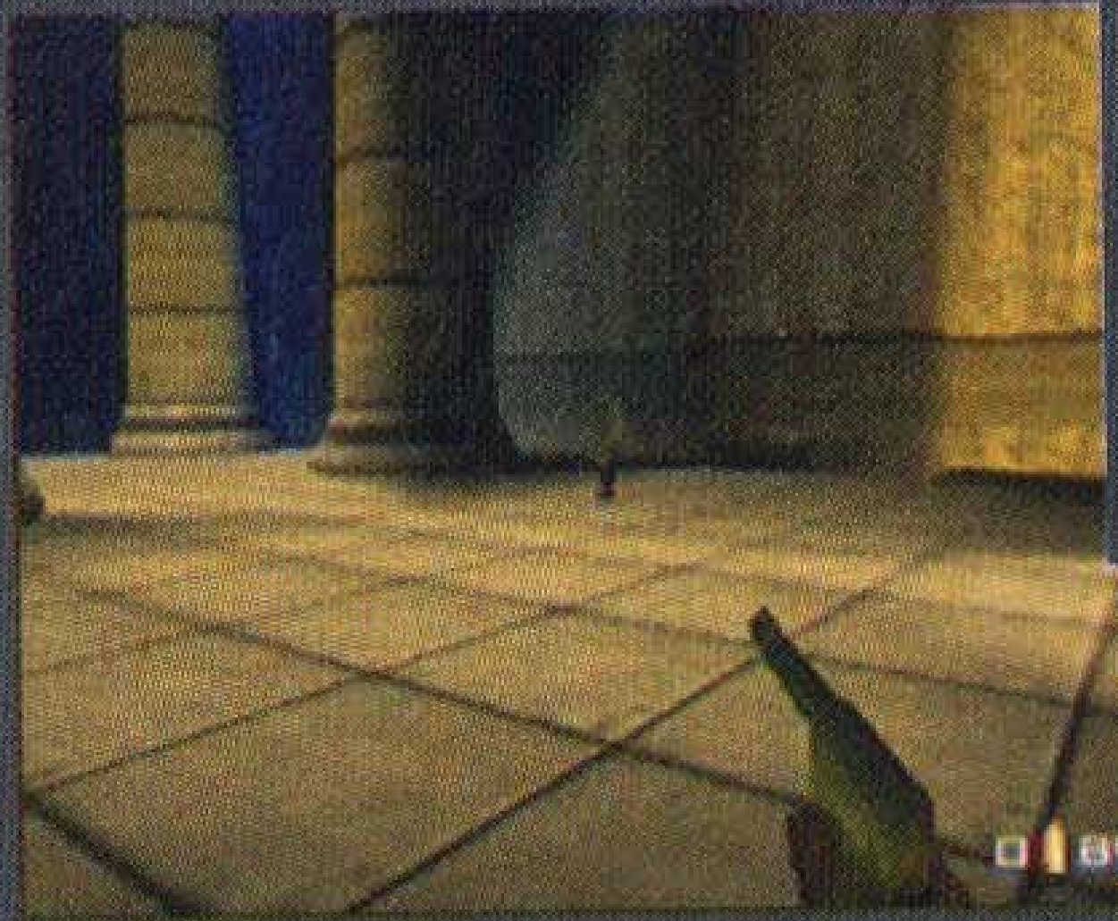
Level 20 Egyptian



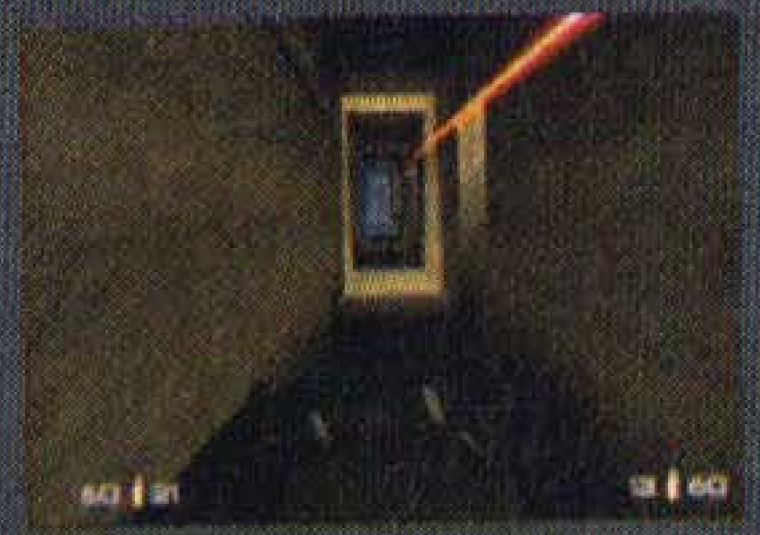
△ *Here we are, then. In Egypt. And about to have a gander at Baron Samedi's, frankly, scary face.*

He'll take a few shots to put down. But, even if you do, is he dead? ▷

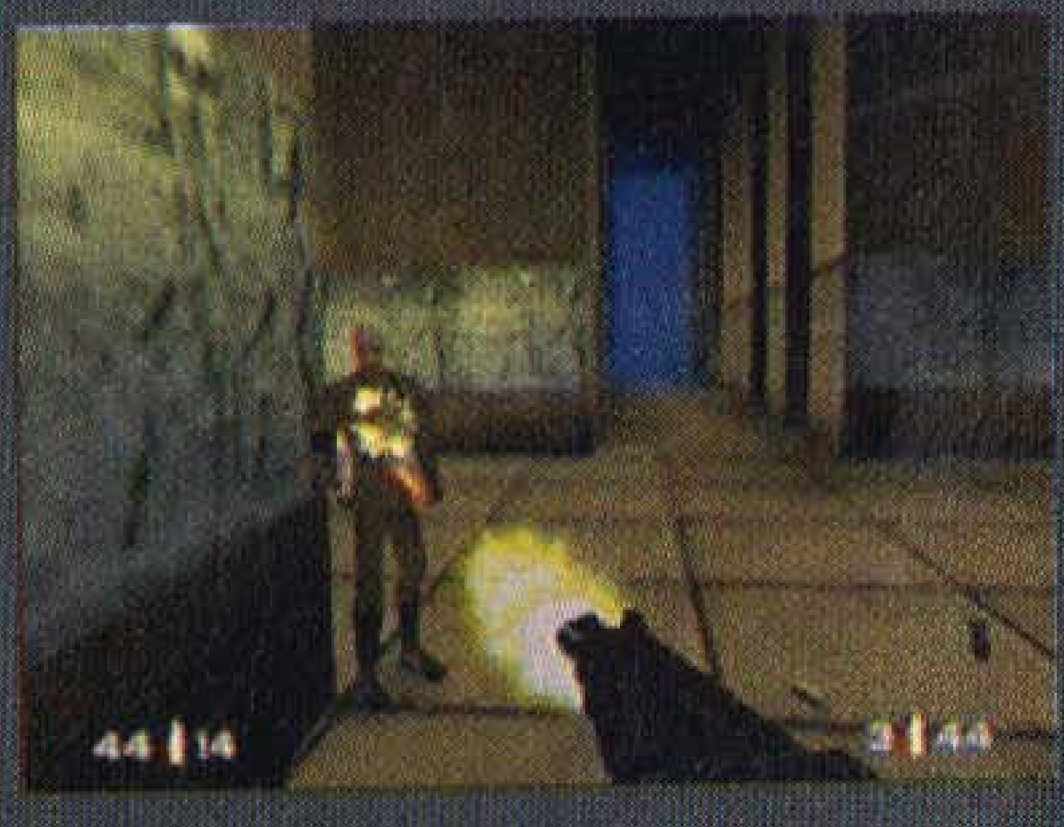


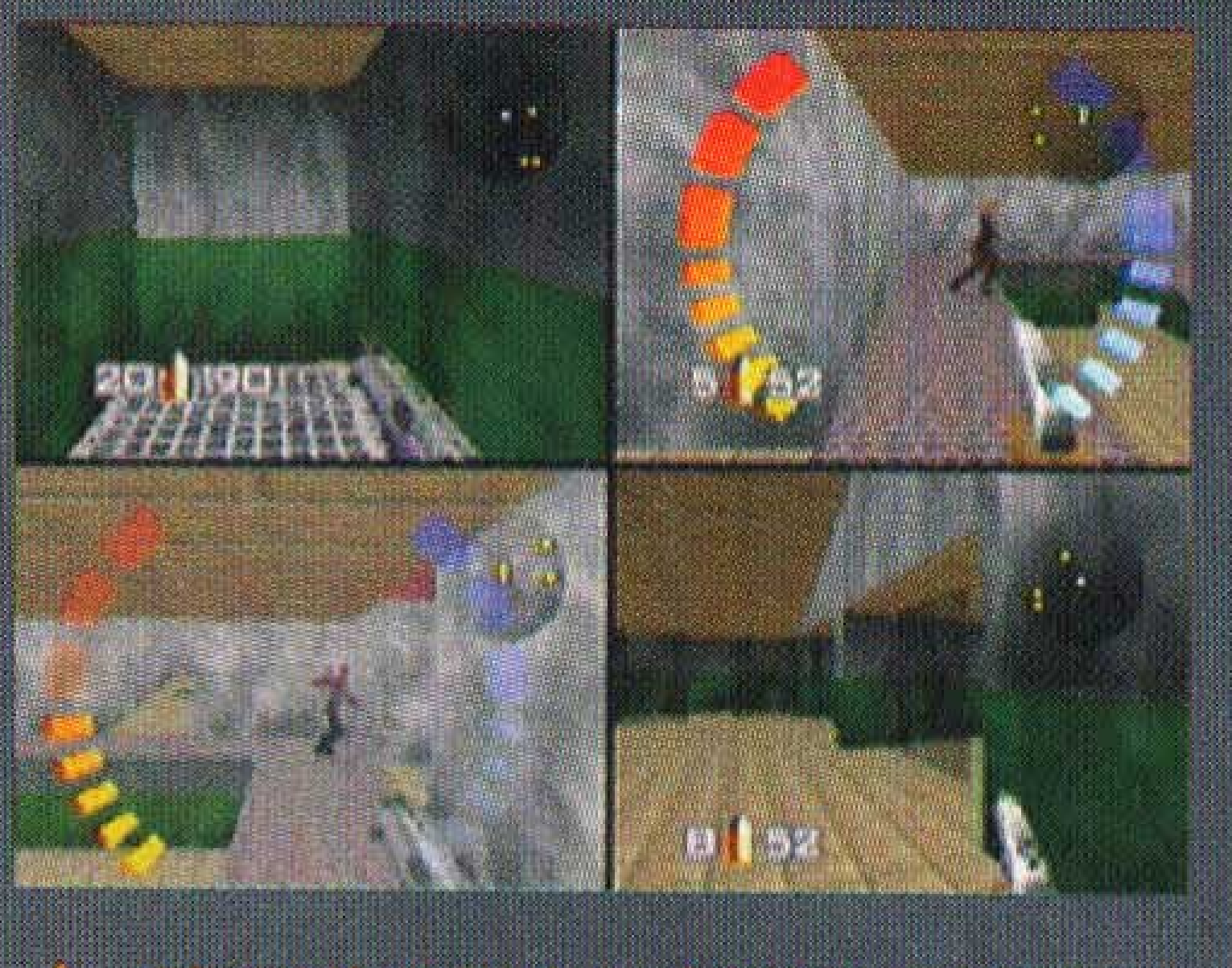


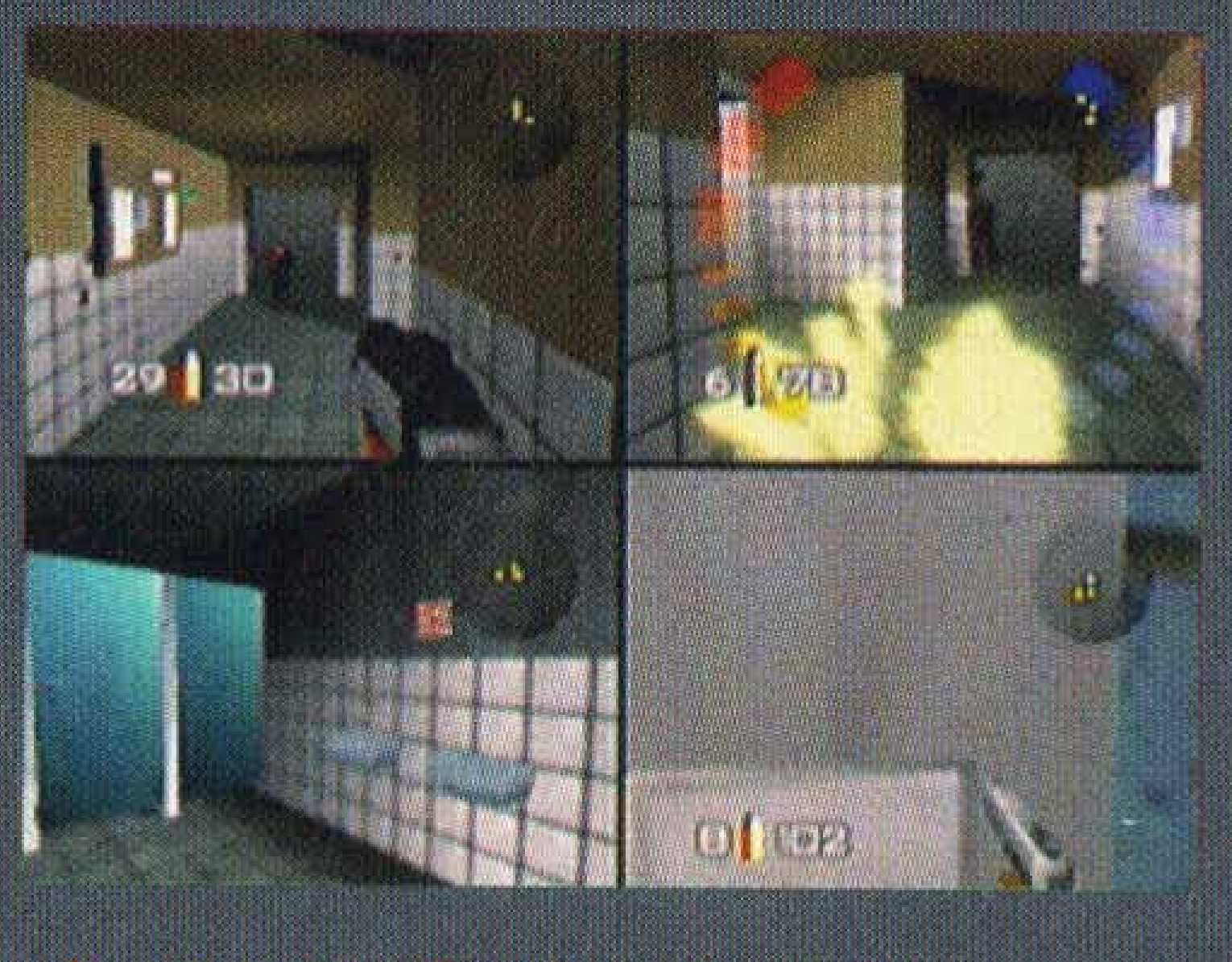
△ *The Golden Gun takes out anyone with one shot. Including Baron Samedi.*

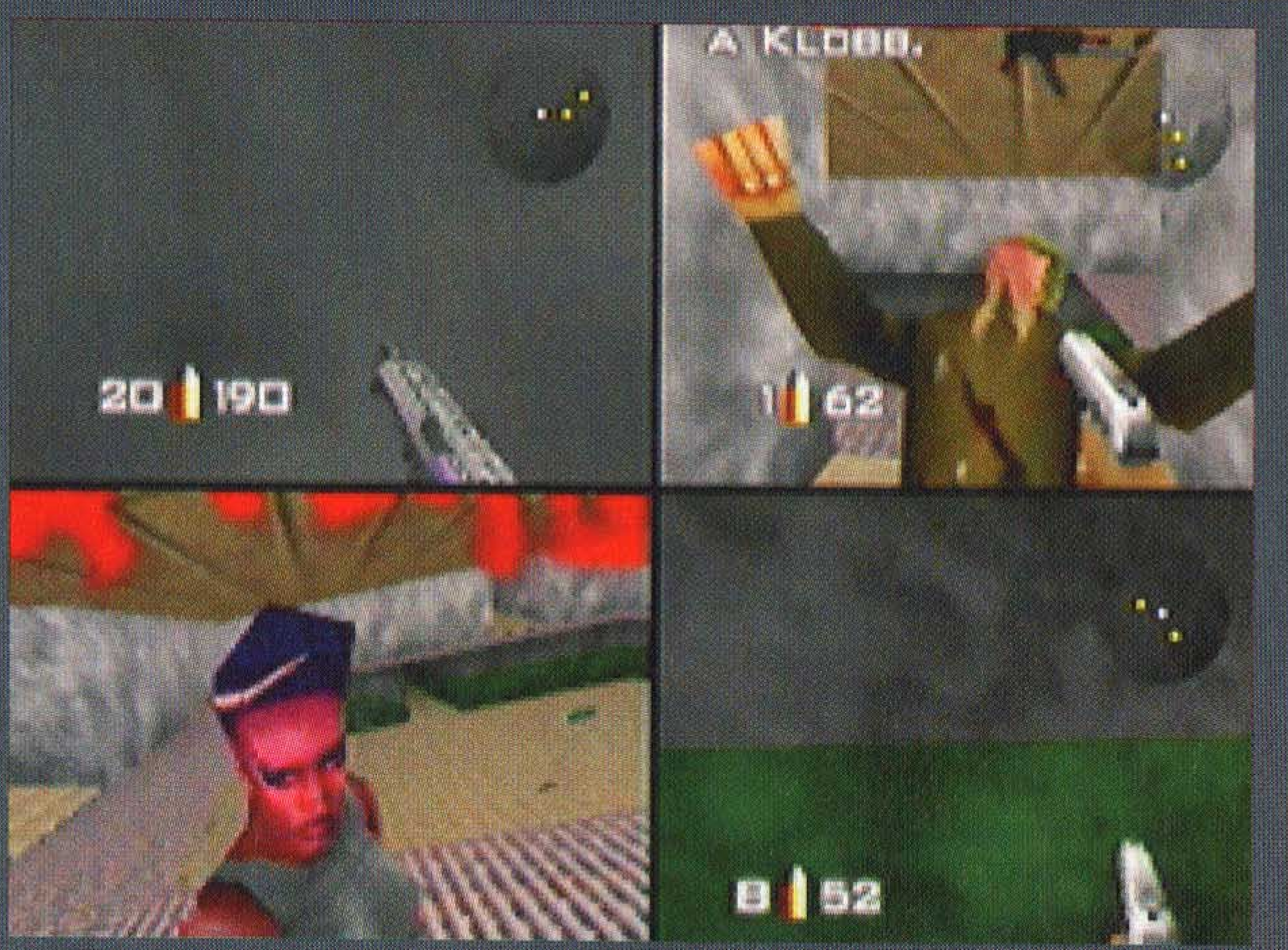


△ *Watch out for the Drone guns.*

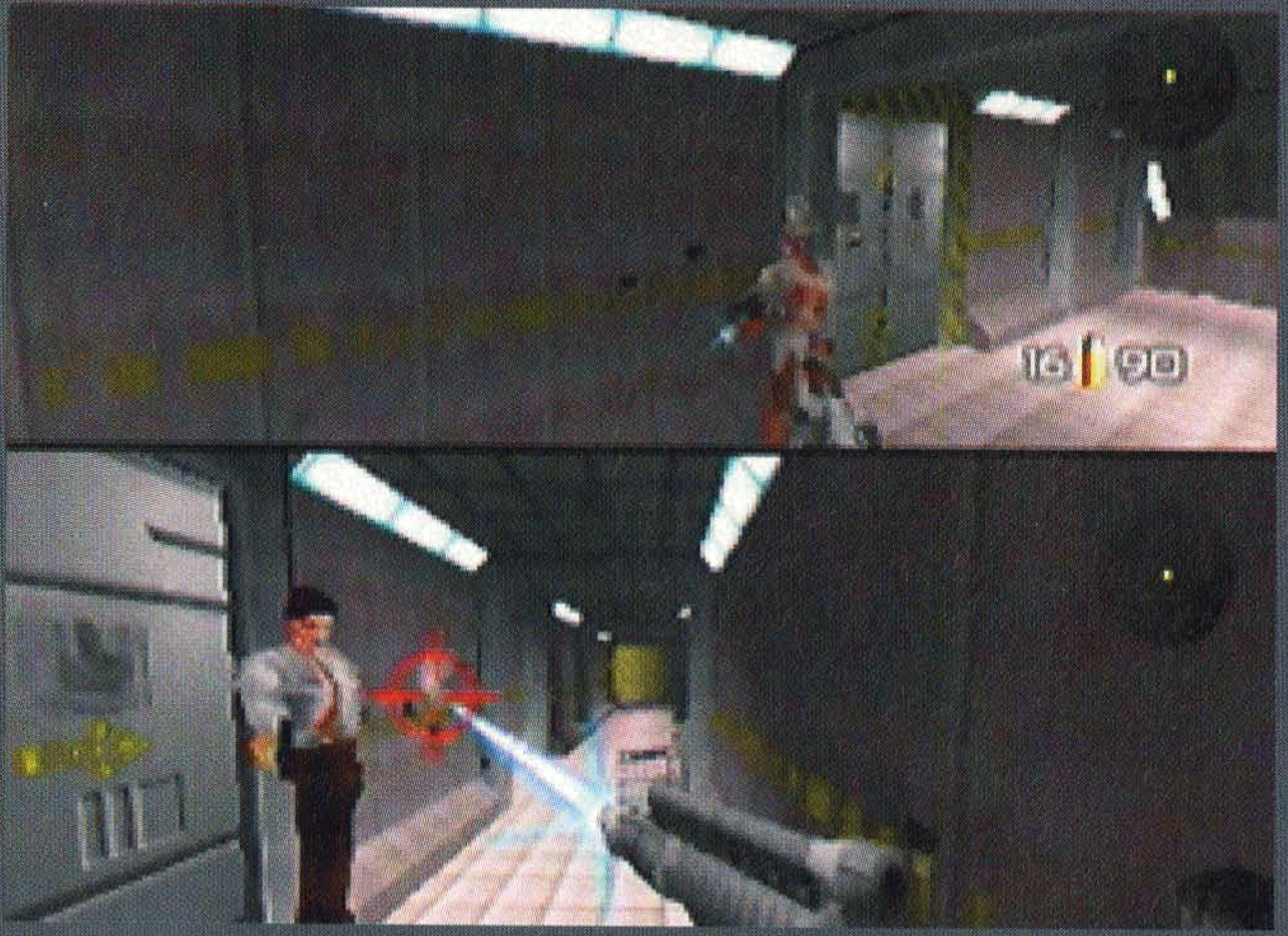



△ The Library level isn't actually a Library at all. Or, at least, there're very few books.


△ This is the best four-player level. The Bunker. Top notch, close-quartered scrapping.



▽ The two laughing boys of GoldenEye 007. Jaws and Baron Samedi. And some Moonraker Lasers to boot.



△ Mayday. Rubbish in A View To A Kill. And similarly crap, here.

▽ The Archives. Not one of the best levels. It's far too small, see?

△ 006 and Xenia. Once adversaries now sworn enemies. Nice.

DIAMONDS ARE FOUR-EVER

Unlike *Hexen*'s, this four-player mode is no last-minute addition...

The Deathmatch option in *GoldenEye 007* is stunning. The eleven arenas are a mix of the brilliant one-player levels – such as the Bunker, the Facility and the Archives – and ones specifically designed for the multiplayer set-up, such as the Caverns and the Complex. The further you progress into the game, the more levels you can access, although the multiplayer levels are the flip side of the single-player ones, with the Egyptian and Aztec levels being available prior to the Bunkers and Caverns.

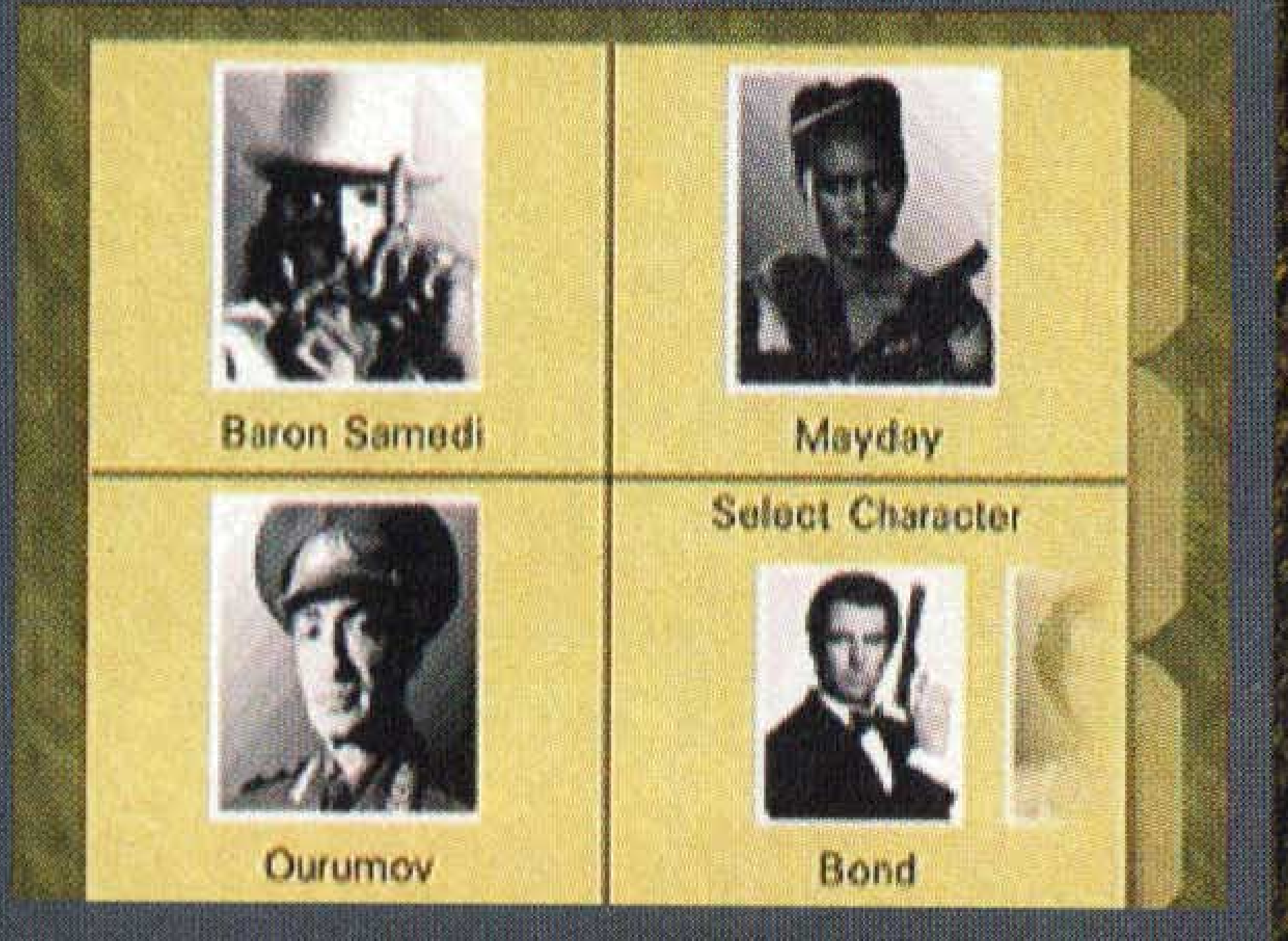
After choosing your level you can tailor the weapons, characters, levels and scenarios to your individual whim. The Deathmatch weapons are fantastic. Every gun and knife you come across in one-player mode is included, and you can select which ones will be available before you enter the arena. But, better than that, there's the opportunity to take on board Moonraker Lasers, Rocket and Grenade Launchers, Mines and, finally, the Golden Gun. Though, with the latter, games can be particularly short.

Characters build up as you complete the 18 one-player levels. To begin with, only the characters actually *in* GoldenEye can have their boots filled. So, that's Bond himself, Trevelyan, Natalya, Onatopp, Ourumov, Boris, Valentin and Defence Minster Mishkin. Complete the game, though, and you'll be able to play as Jaws, Oddjob, Baron Samedi, Mayday and bit players such as Soviet soldiers or Scientists.

And there *are* differences between each character. Jaws, for example, is taller, making it harder for him to peer through windows in doors. Oddjob, being dwarf-like, also has similar disadvantages, but can scoot around without being seen and, even when he is, can often escape injury due to the fact that you have to physically adjust your sights all the time.

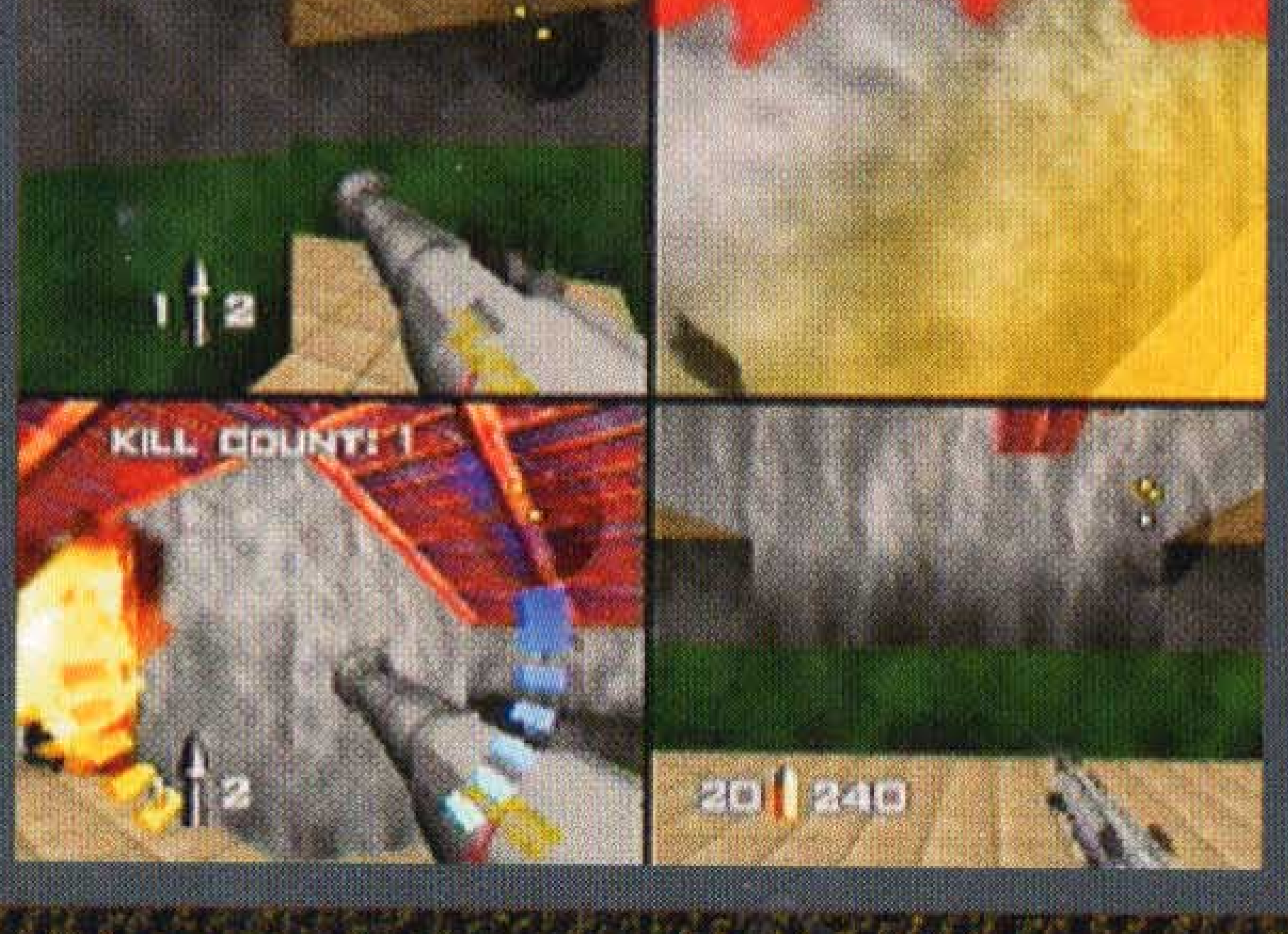
The scenarios are also inspired. Each one takes its name from a different Bond movie and switches the aim accordingly. So You Only Live Twice does indeed only allow you to live twice, while The Golden Gun places a set number of said weapons in the arena (the number relates to how many players are competing), and then lets you battle it out with the ultimate weapon in tow.

One piece of advice, though: if you can, play the multi-player game on a large(ish) TV. You just don't get the full effect on a tiny portable...



△ The character select screen allows you to play as any number of Bond people.

▽ The Rocket Launcher. A definitive boy/man separator.



CONTROL BONDING

Rubber stamping its place as the world's finest shoot-'em up, *GoldenEye 007* offers eight different control methods, at least four of which won't have been seen on any console game before. Named after Bond girls, the configurations are a mix of the familiarly easy and the impossibly difficult.

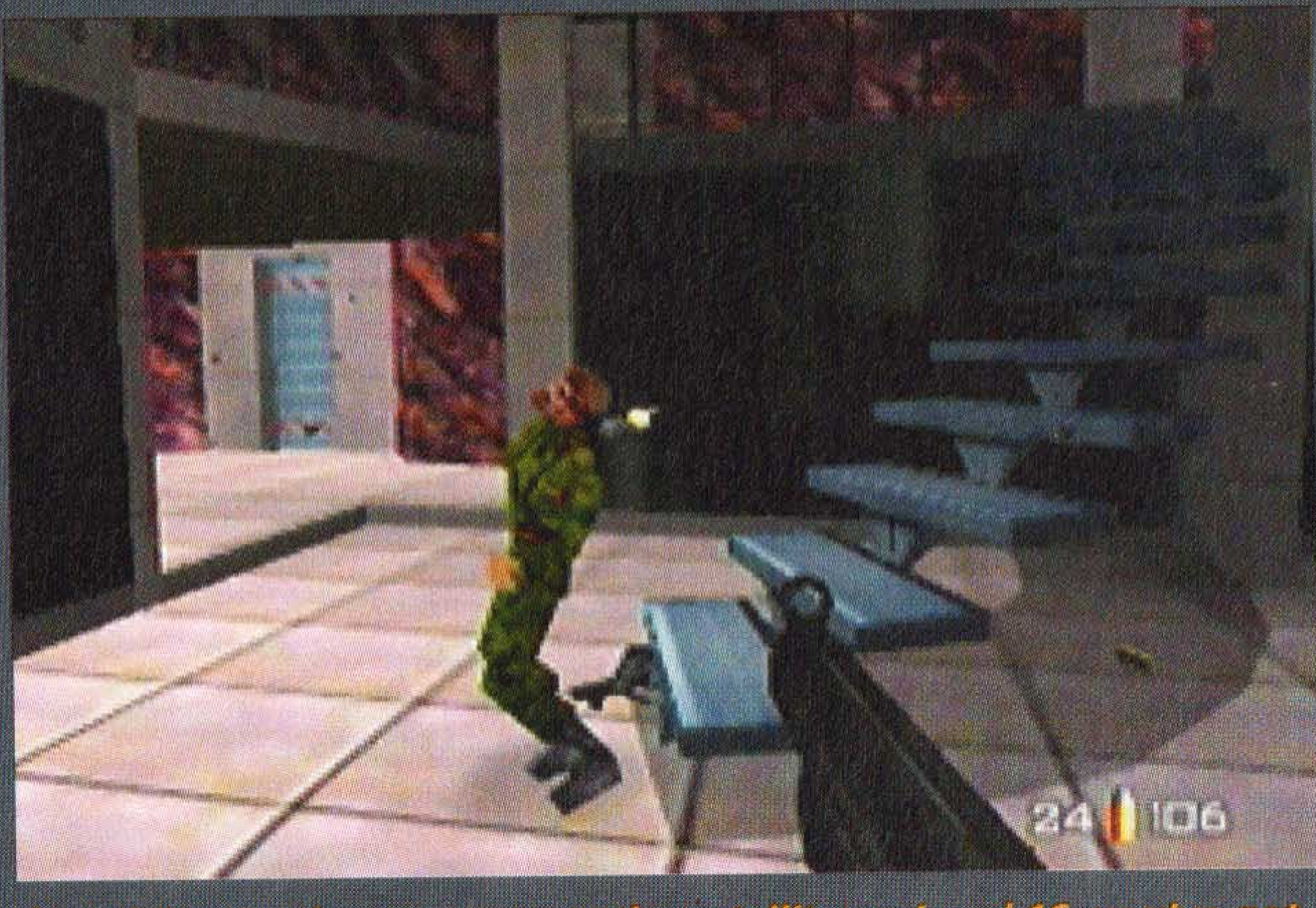
Suzuki and Goodnight are subtle twists on the *Doom* set-up whilst Solitaire is taken straight from *Turok*. Honey, though, is the one we prefer, as its simple layout – the Z-trigger to shoot, A to change weapons, B as your action button and the Right shoulder to aim – suits the game's requirements perfectly.

Then there's the two-joypadded variety. Plenty, Galore, Domino and Goodhead all require the player to compete with a joypad in both hands. The controls on either joypad boast only minor differences and are included to benefit players who are fortunate enough to boast a weapon in either hand. When you've only one weapon, you'll find they're not as effective.

GO! GO!

ARMED TO THE NINES

When you complete every level on every difficulty setting, besides accessing the level editor, you also activate the All Weapons cheat, which can be opened via the Cheat Menu. Most of the weapons available you will have come across in the game proper, but a couple, such as the Stun Gun and the Cylinder Bomb-Thrower, you won't have seen before. According to Rare, they *are* in the game somewhere but we, unfortunately, haven't managed to discover them yet. If you happen to, give us a shout, eh?



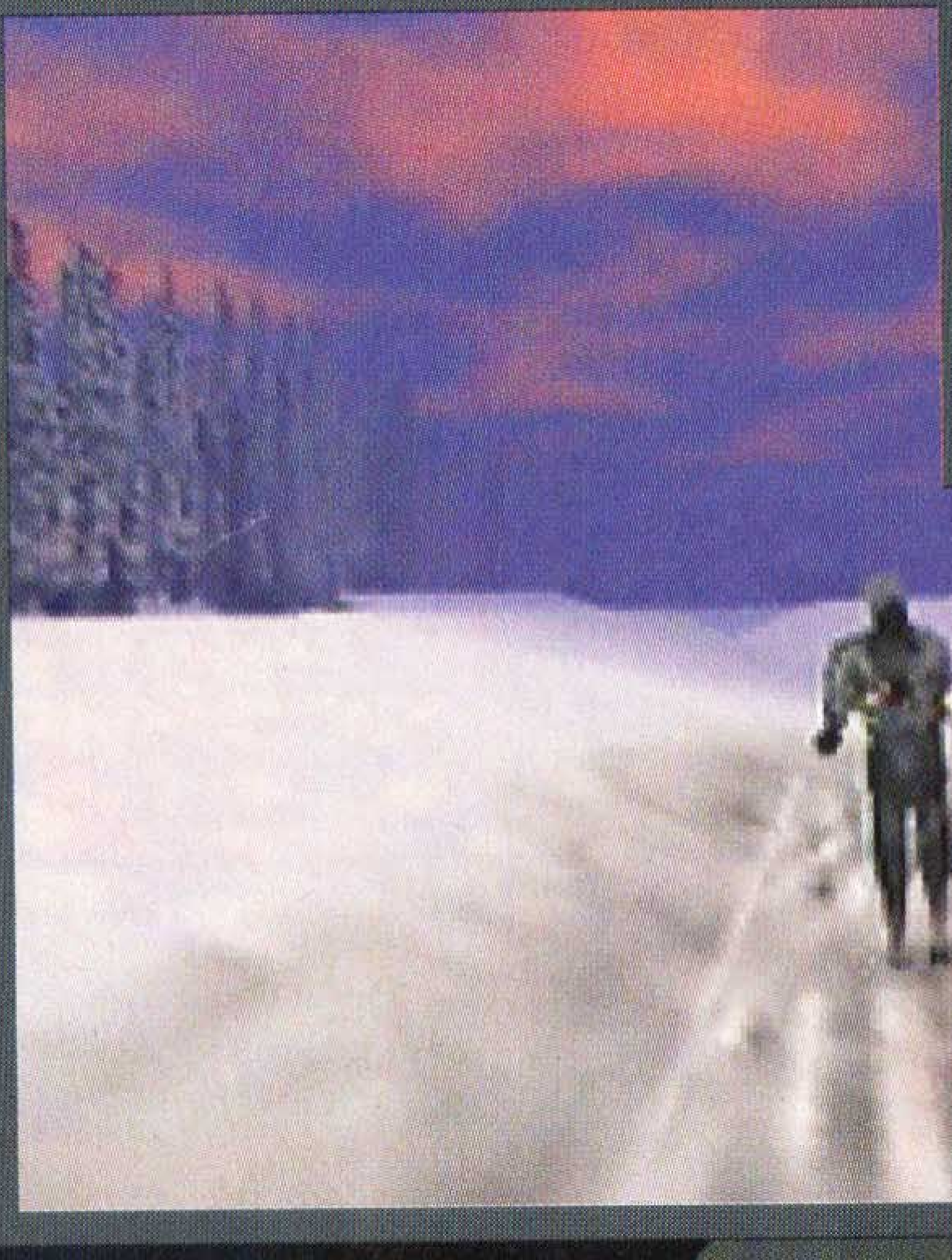
△ *Whilst Natalya reprograms the satellite on Level 16, you've got to handle soldiers in this sort of way. Firm. But fair.*

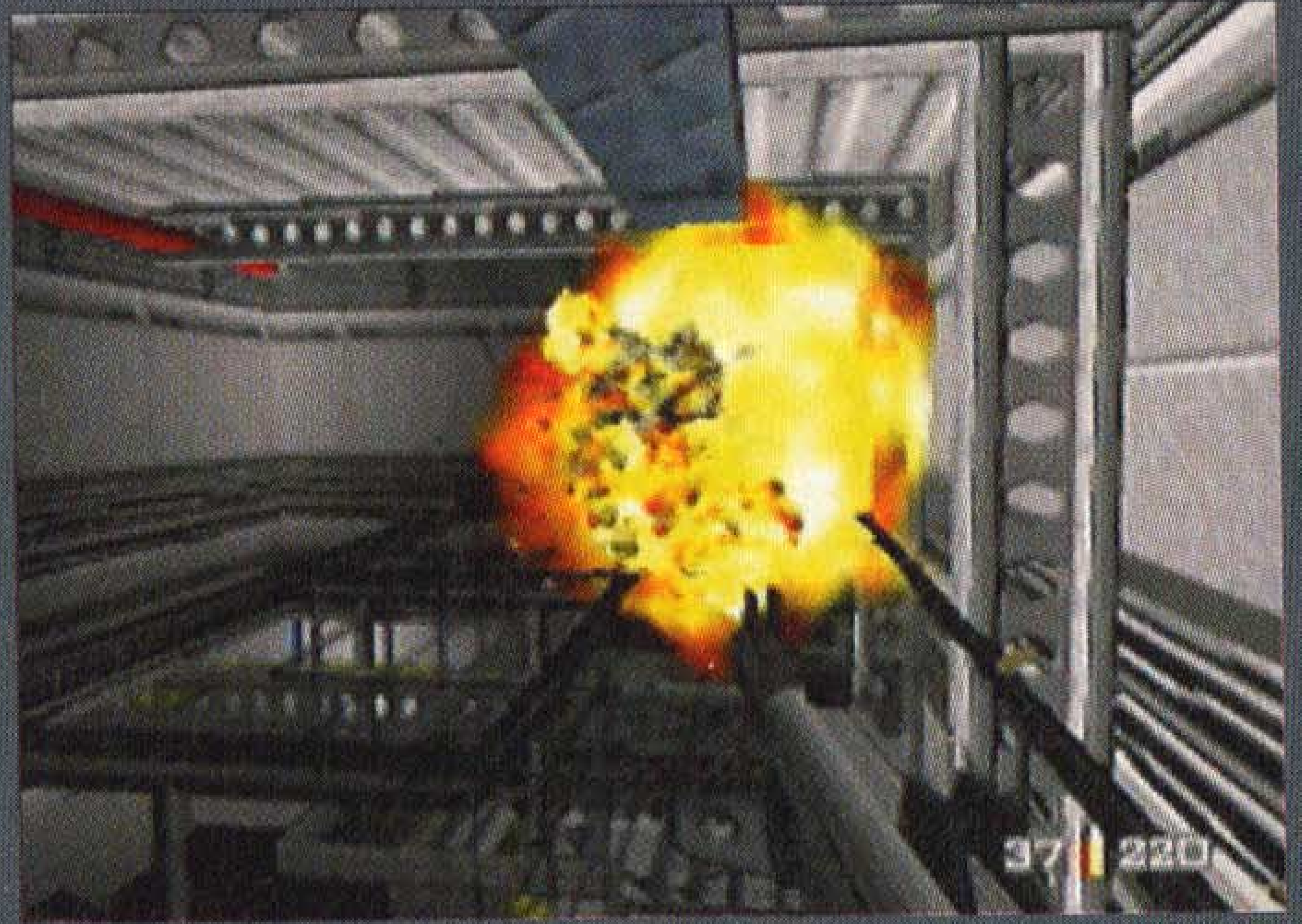
So just how good *is GoldenEye 007*? Well, it's certainly the best first-person shooter on the N64. It's also possibly the best first-person shooter in the world. But, more than that, it's everything – absolutely *everything* – you'd ever want from a Bond game.

In truth, this is so far ahead of *Doom 64*, and even *Turok*, that comparisons are pointless. You'll look at *GoldenEye*'s filmic feel, lashings of originality and – yes – frequent genius, and wonder why id or Iguana couldn't have done similar things. And the reason? Because Rare, like Nintendo themselves, know the N64 inside-out and, plainly, are breathtakingly talented to boot.

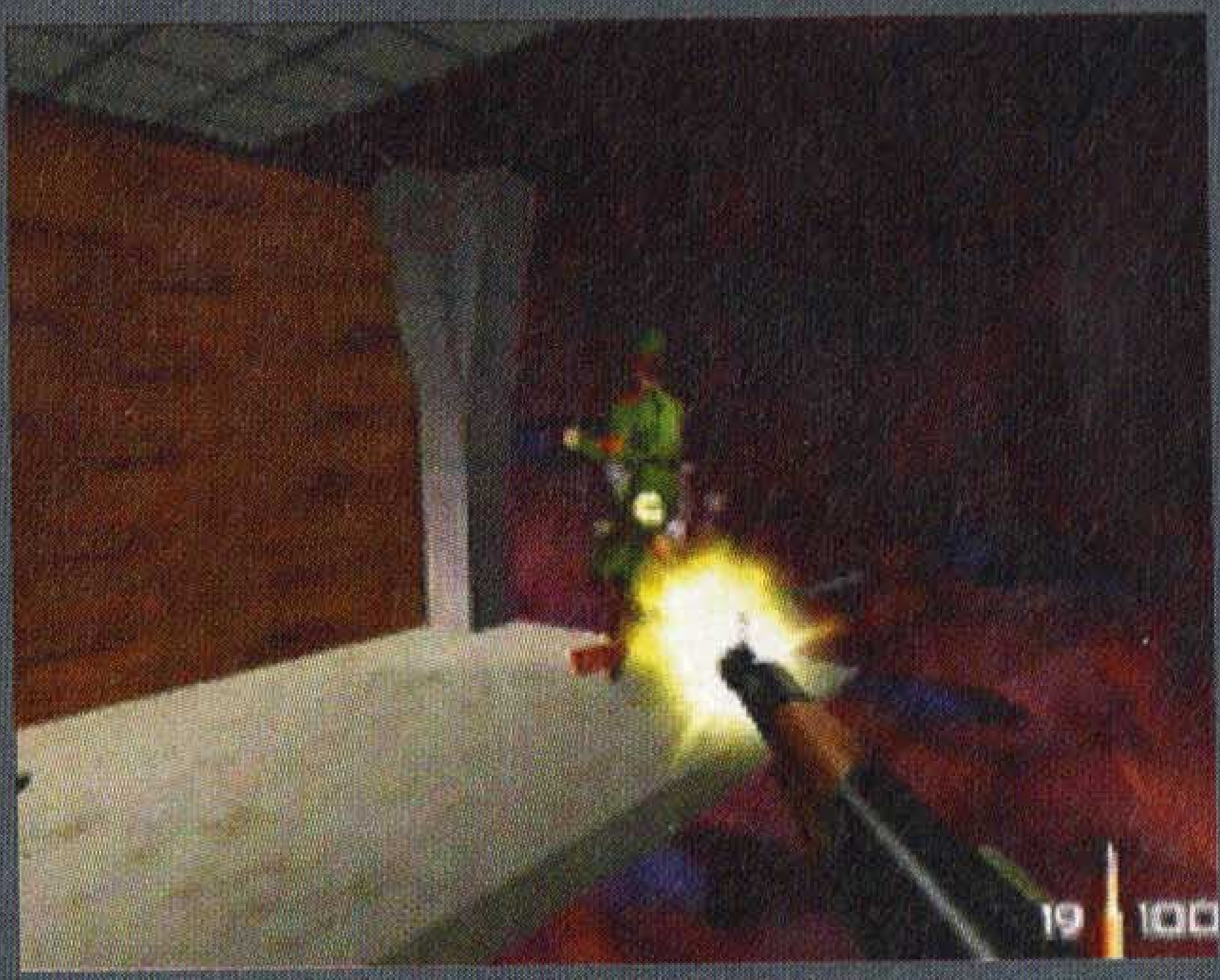
Am I getting carried away? No. *Definitely* not. When was the last time this happened in a console game… You pick up a Sniper Rifle with telescopic sights. You peer through the eyehole and can suddenly see a soldier pacing up and

▽ *This is the first soldier you'll encounter. He's not really a problem.*

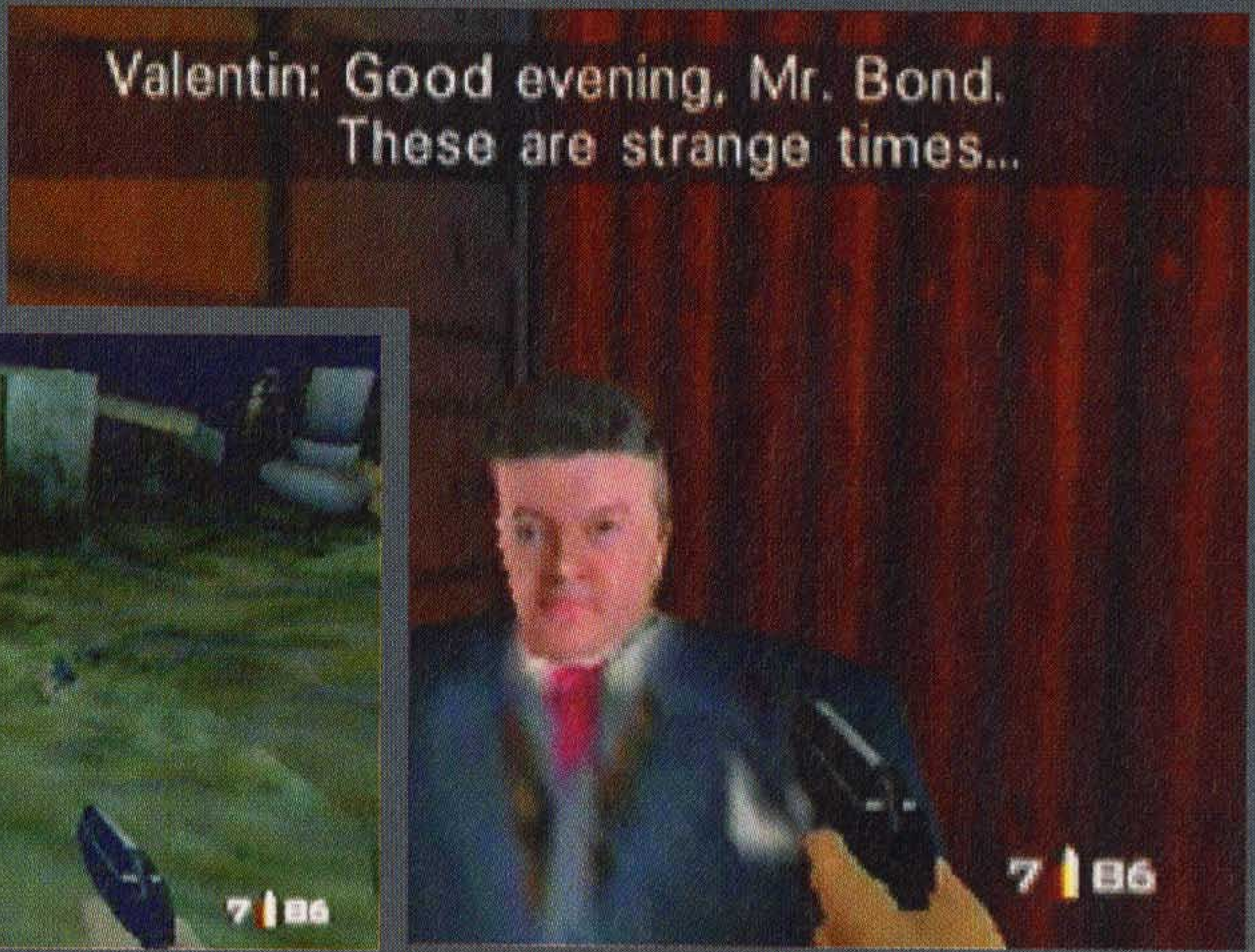




△ *Whoops. There was some plastique, here.*

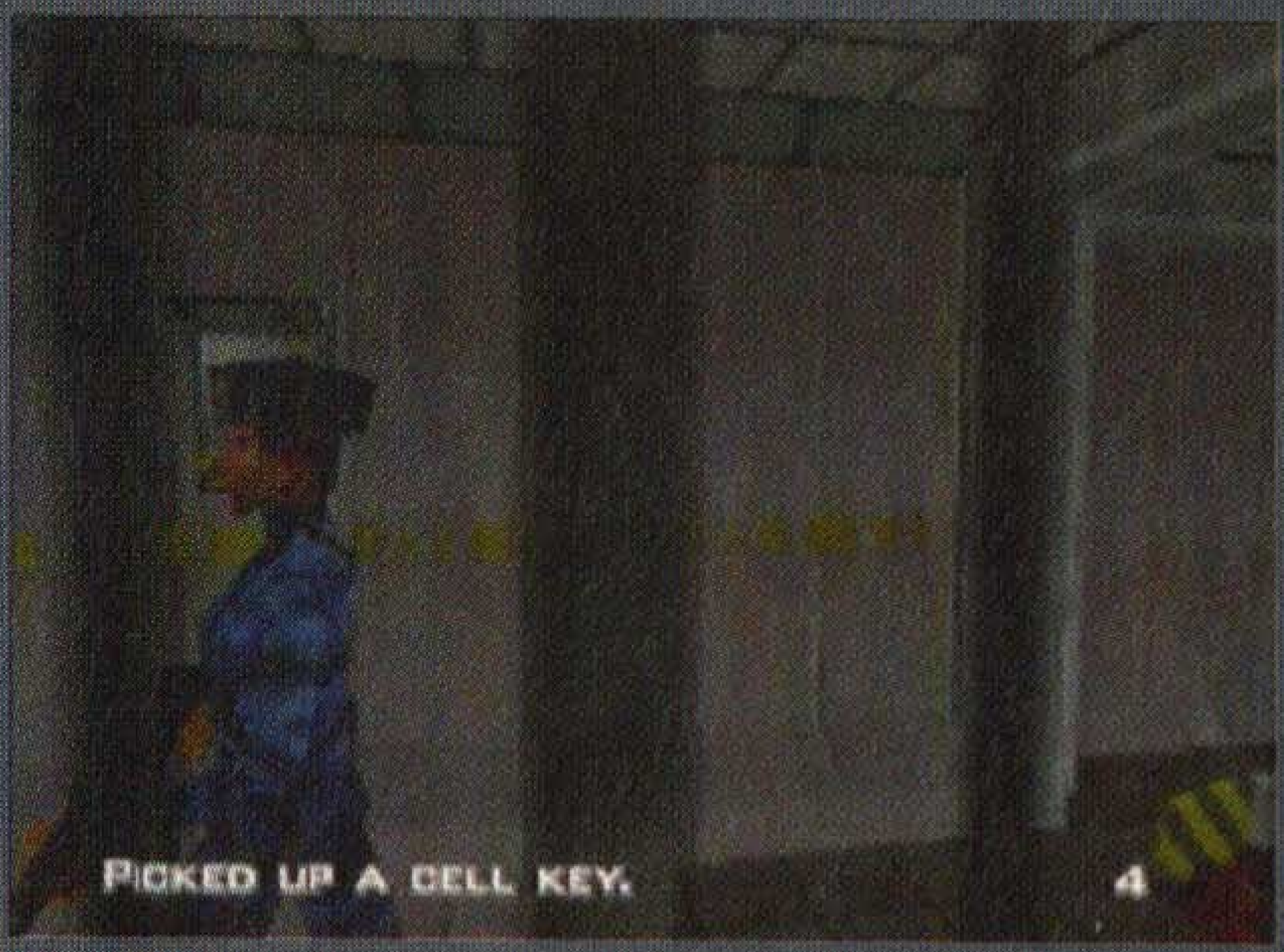


△ *Is this the finest game on the N64 yet? Well, it's a close run thing between Mario 64 and this. No, honestly.*



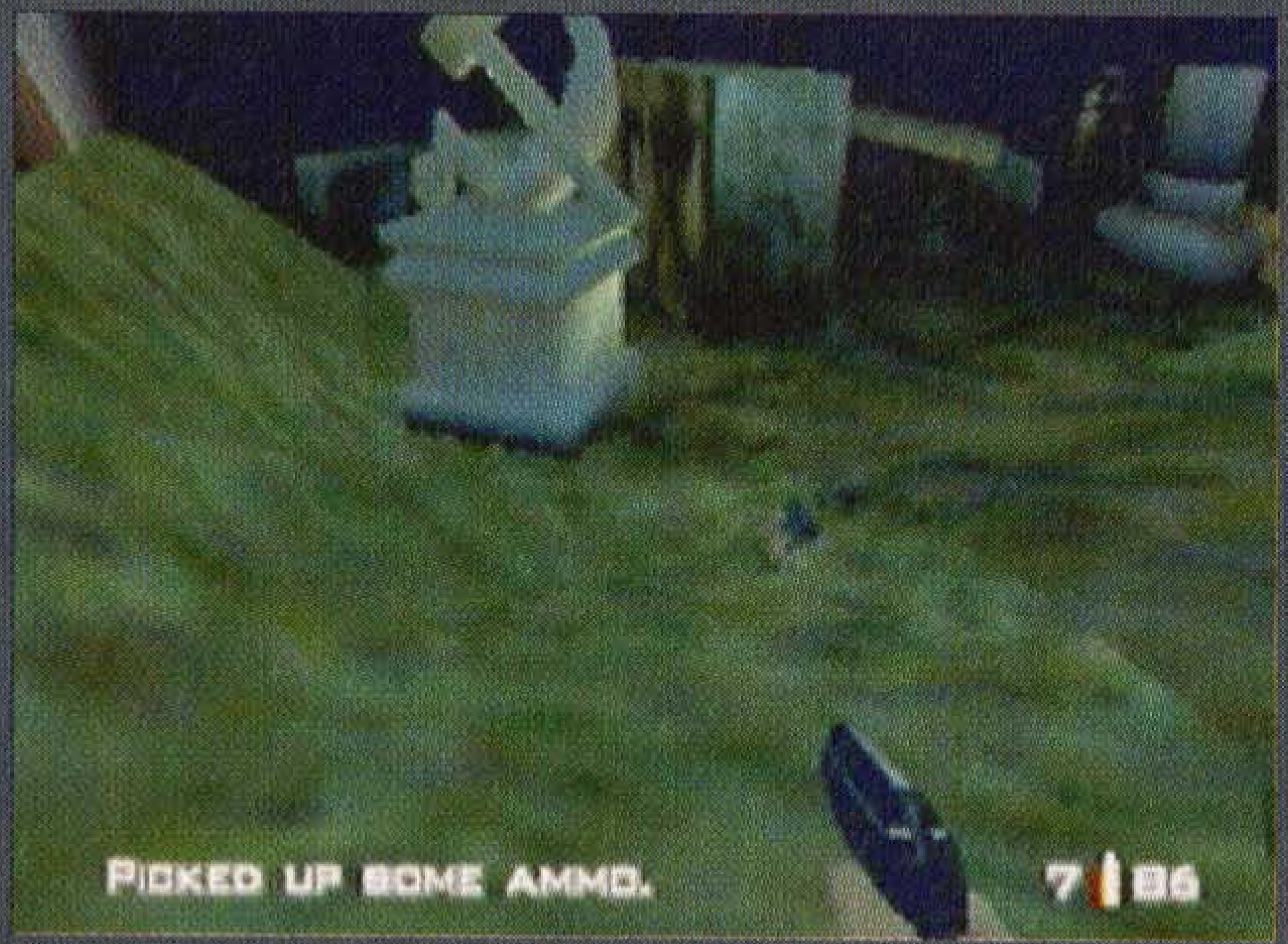
Valentin: Good evening, Mr. Bond.
These are strange times...

▽ *Q-related magnetic watch action in the second Bunker level.*



PICKED UP A CELL KEY.

▽ *Lots of shooting. And some statues.*



PICKED UP SOME AMMO.

△ *Ol' Robbie. The Robster. Cracker. Fitz. Fitzy. Shoot him as he walks away.*

down a gun turret over a quarter of a mile away. And not only that. Very faintly, even further into the distance, you can see the next gun turret and a soldier moving about on *that*.

Or this… You're inside a high security enemy bunker. You've got a Walther PPK with silencer or a KFV Soviet rifle. When you fire the PPK, the faint *pffft* of the bullet hitting an enemy arouses no unwanted attention whatsoever. As in real life, the soldier dies in silence. When, however, you use the noisy Soviet, enemy guards jump to attention and swarm towards you.

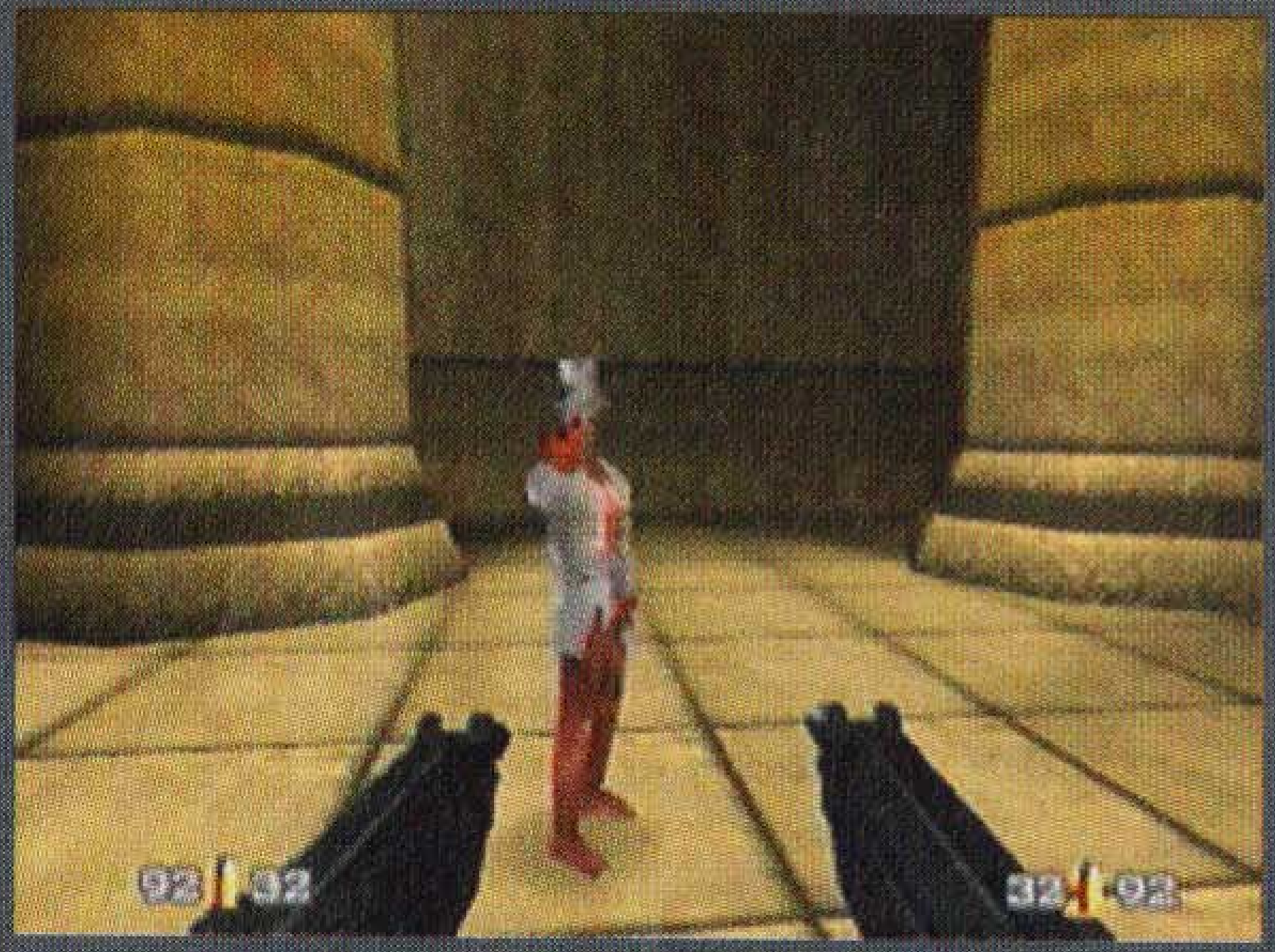
Or this… You're spotted inside a Russian base by two enemy soldiers. Instead of running towards you and getting themselves killed, one of them fires at you providing cover for the other, who runs to raise the alarm. A couple of seconds later the alarm rings out and soldiers stream from the huts and buildings around you, intent on finishing you off.

Or this… You creep up behind a soldier and wait a moment. He isn't aware you're behind him. A fly starts buzzing round his head and he tries to swipe it away. Or this… If you don't take out the security cameras in a bunker, soldiers in the control room will be warned of your presence and arrive at the scene within moments. Or this… You can make bullet holes on every inch of the scenery. And they stay there.

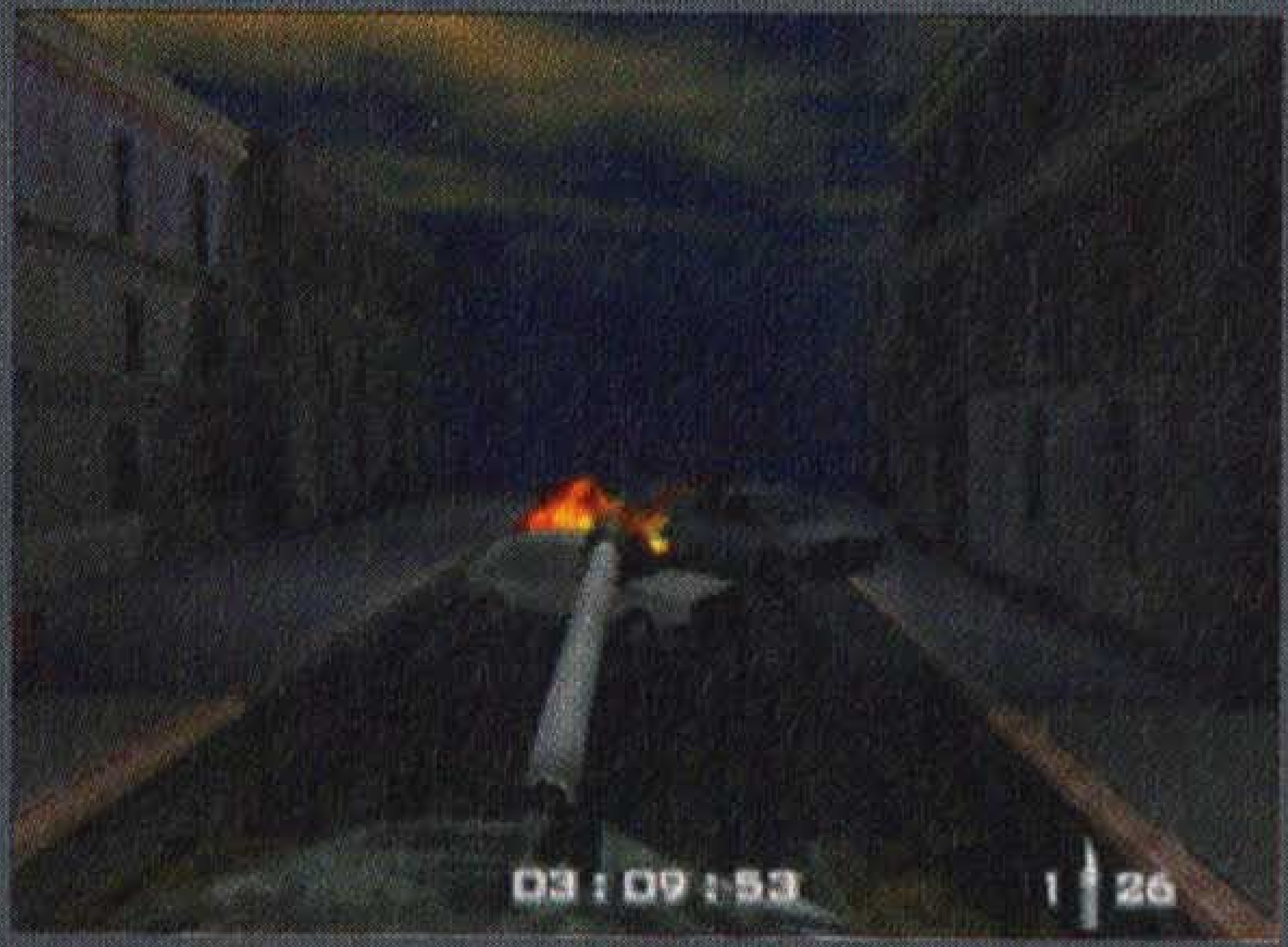
The answer, of course, is never. *GoldenEye* is quite unlike anything you'll ever have seen before. The Bond licence means it's absolutely *essential* if you've watched 007's progress since 1963, but even if you're only partially interested in the adventures of MI6's most famous son, this is still unmistakably necessary. It's 60 quid but it'll be the best 60 quid you've spent since *Mario 64*. Don't miss out.

And, yes, the ball is well and truly back in Iguana's court…

TIM WEAVER



△ *When you've killed him three times, he finally dies. Or... does... he...?*



△ *The worst level, in truth. Driving a tank around St. Petersburg. Great.*

9 VISUALS

Beautiful levels, brilliant polygonal characters, glorious explosions and perfect, super-fast movement.

9 SOUNDS

The best music yet in an N64 game, remixed brilliantly from the film's score and setting off the Bondian atmosphere perfectly.

9 MASTERY

Now this is exactly how N64 games should be.

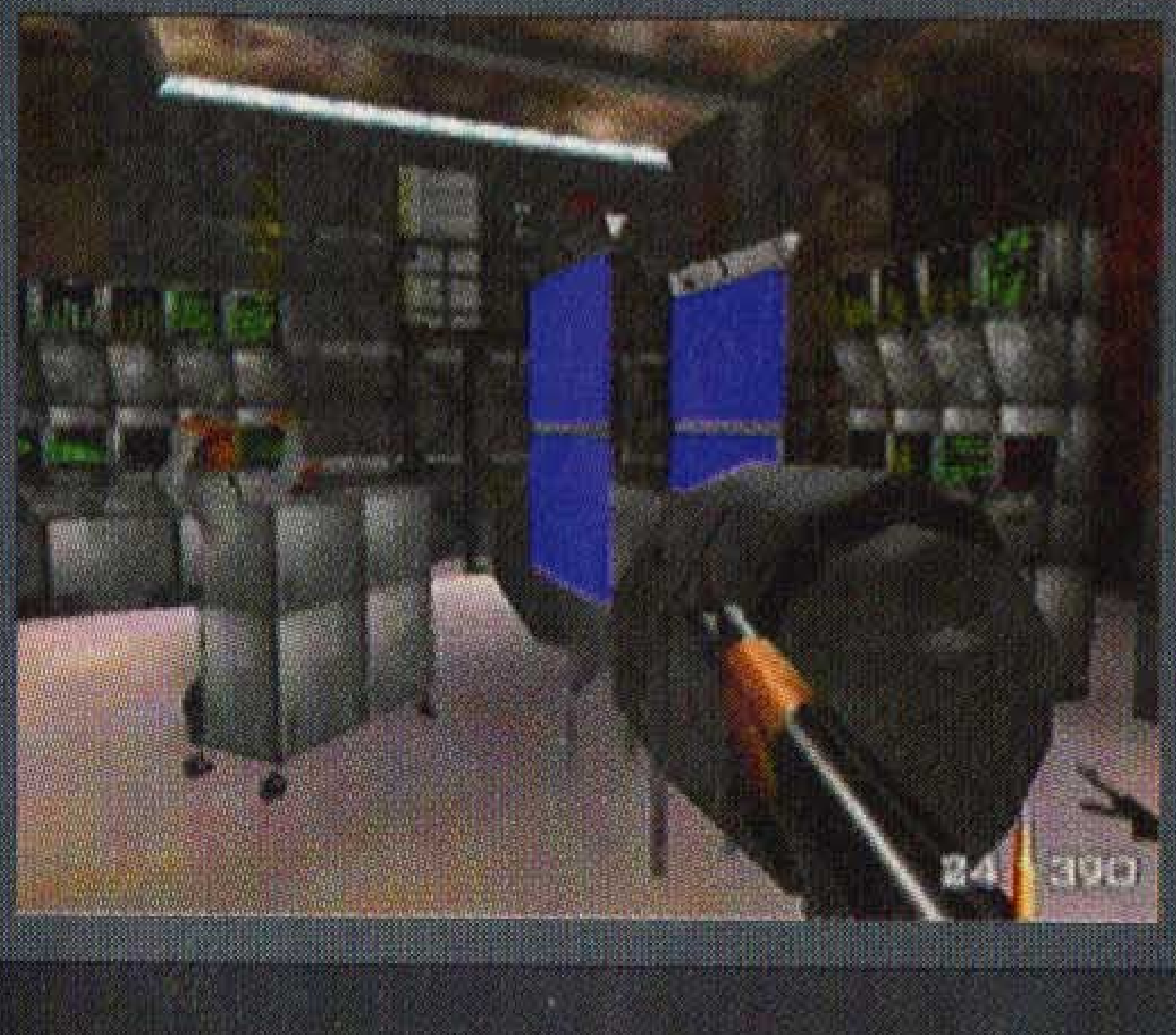
9 LIFESPAN

Four difficulty levels, two secret stages, a level editor, a brilliant Deathmatch setting. It'll last.

VERDICT

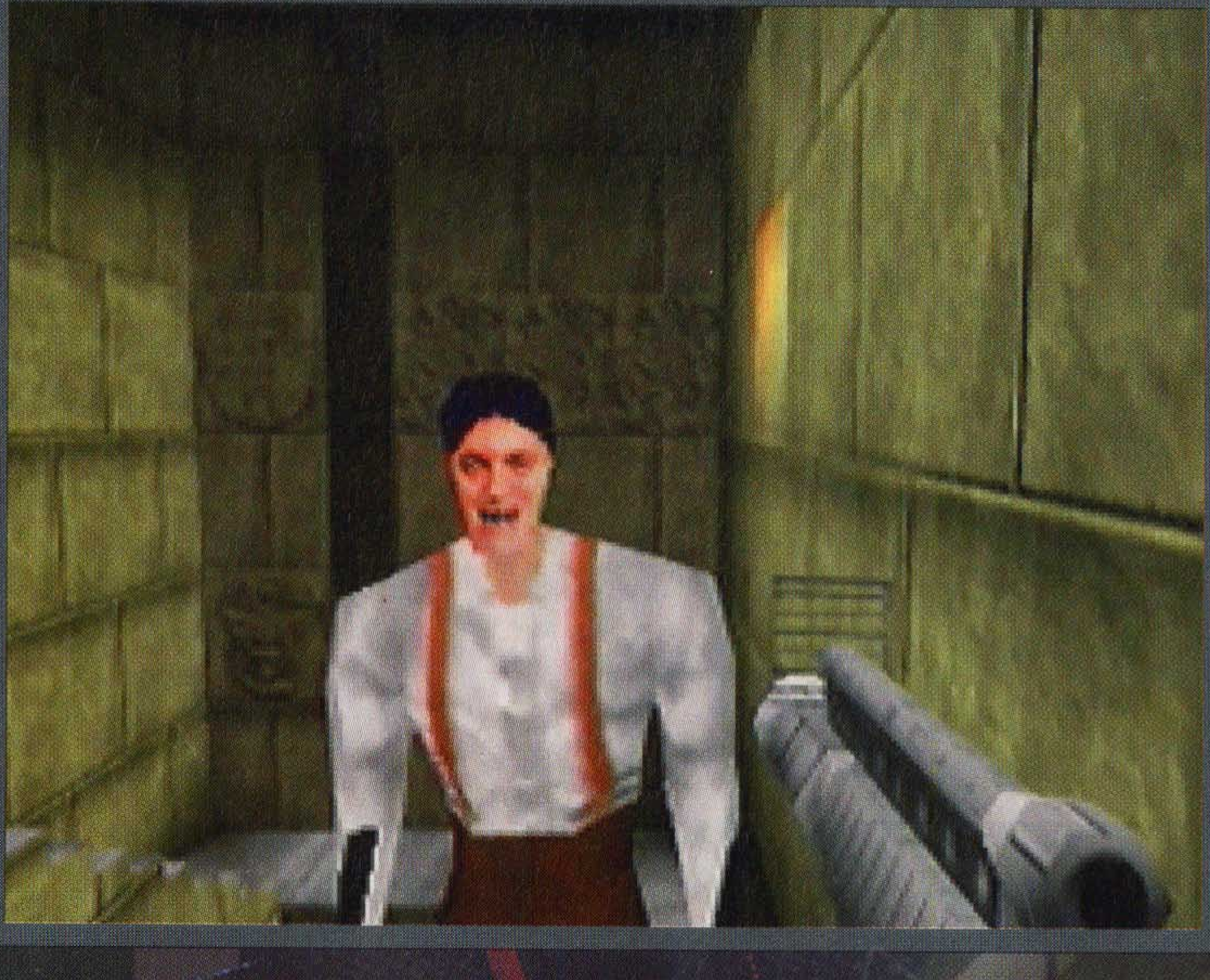
We're not joking. Buy this game. Here's to *Tomorrow Never Dies*, eh, Rare?

94%



If you thought he was frightening in the films, then wait until you really meet him. ▷

◁ *The satellite you must take a photograph of on Level six.*



EXTREME

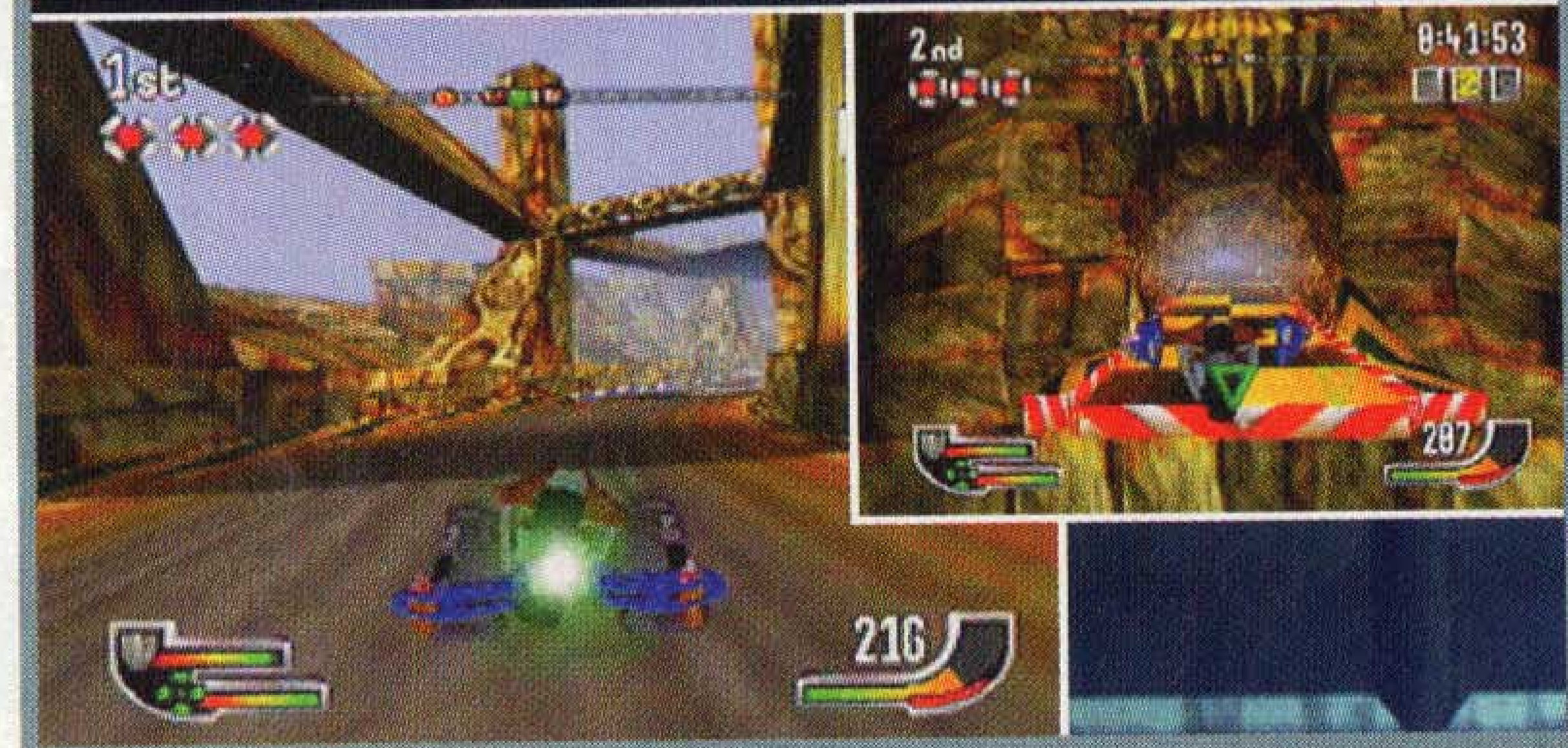
Faster than a speeding bullet? Oh yes. Better than *Wipeout*? (Look of undecided confusion) Well...

TRACKS

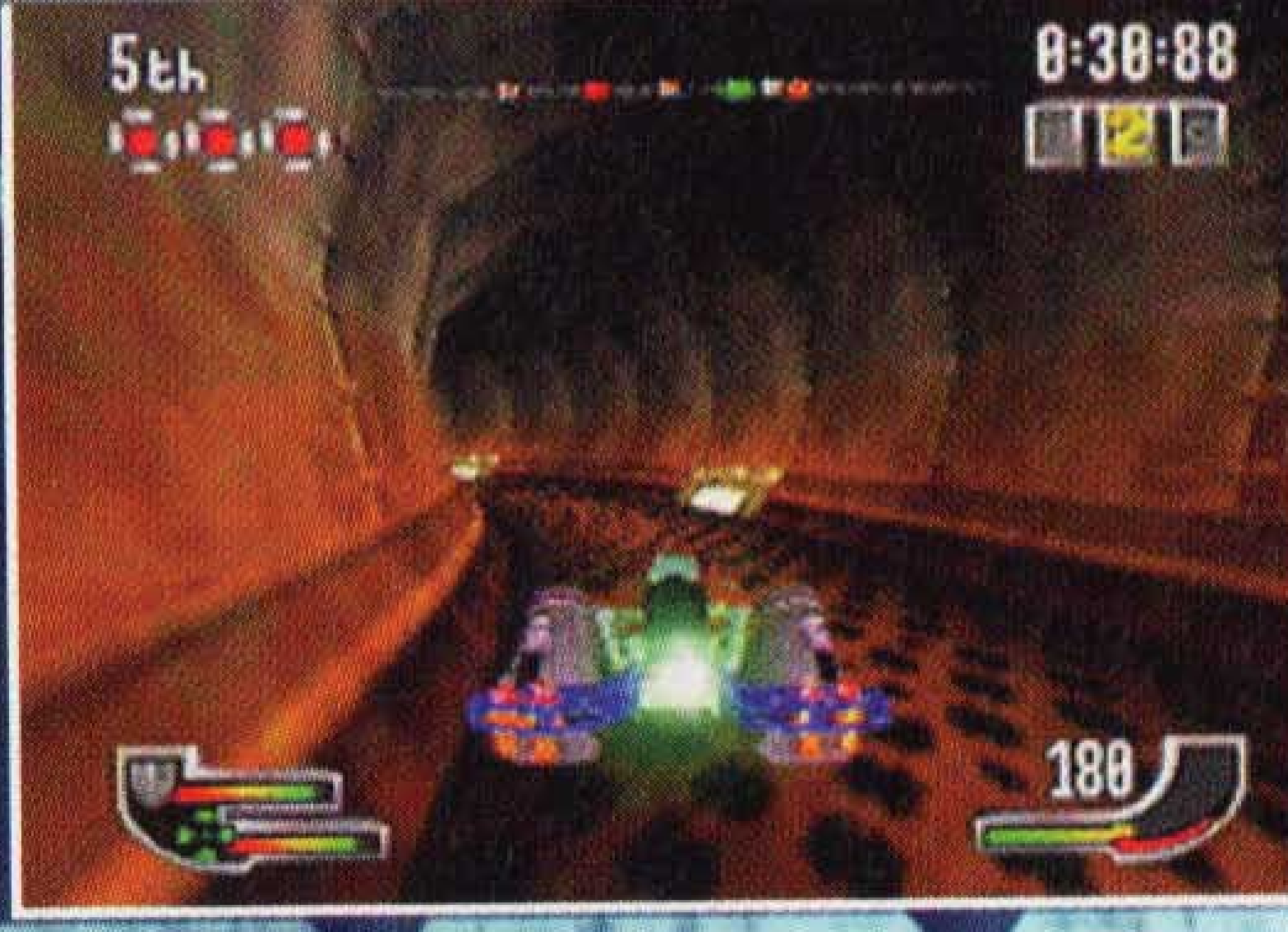
At the game's core are the tracks. There are 12 in all, split into one of four types: Desert, Mining, City and Spacestation. But don't expect the difficulty curve to be gentle. Far from it...

DESERT: one

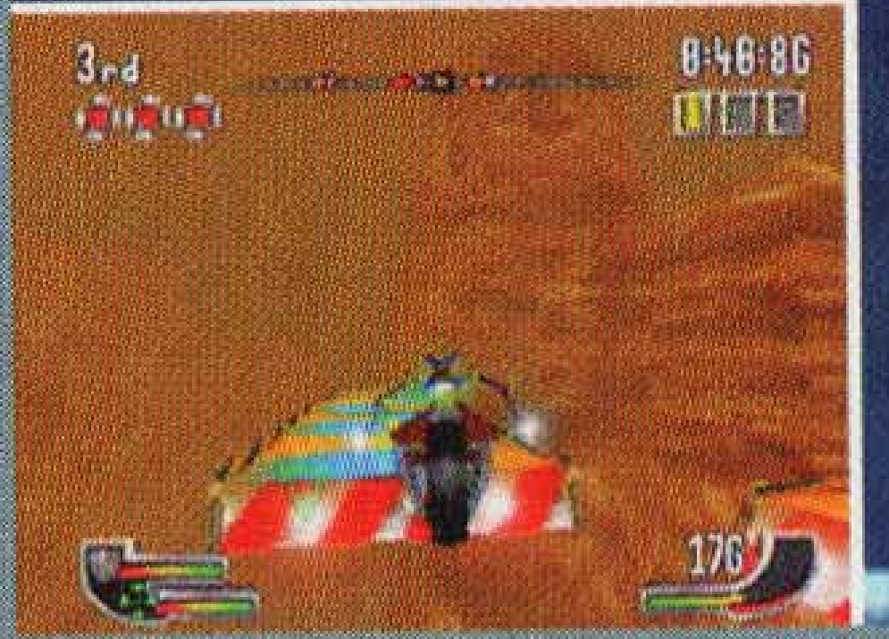
A less-than-simple introduction to Jupiter-based future racing, the first desert course is a cunning mixture of snaking tracks, split paths and rock tunnels. There's also a jump towards the end where opponents are particularly keen to drop Limpet Mines, thus ensuring you fail to make the last leap before the finish line.



DESERT: two

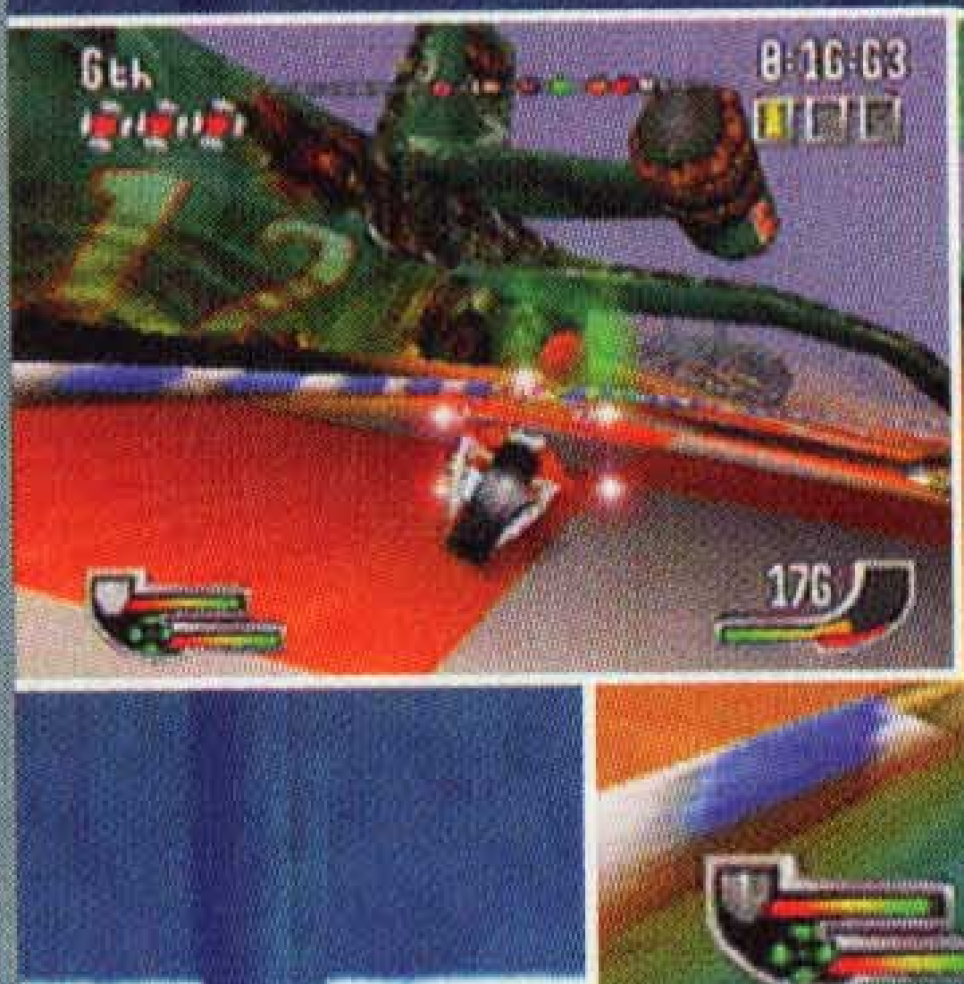


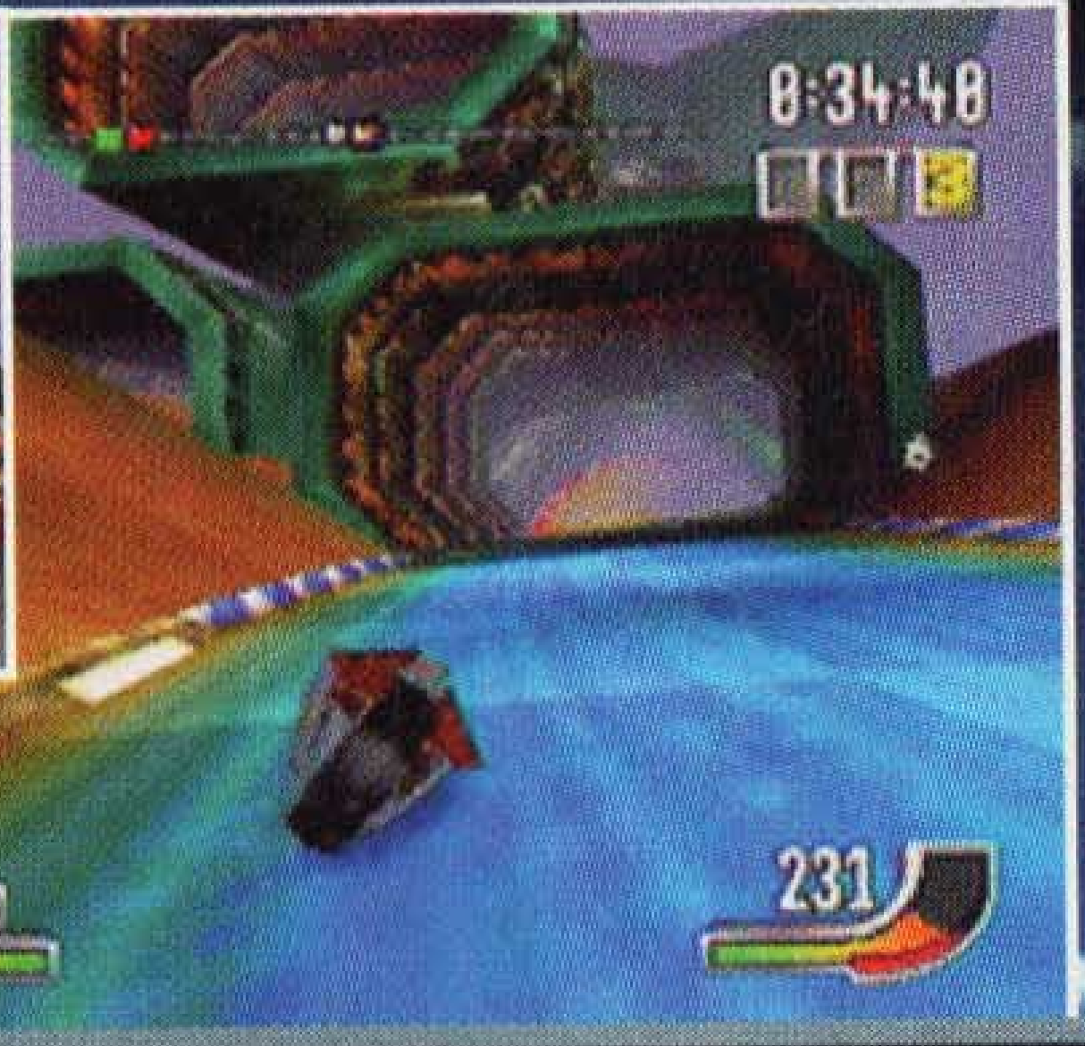
Visually stunning, this second pelt through the sands of the galaxy marries three split paths with three 180° turns. It's a ludicrously difficult initiation if you're playing it for the first time, but the vertical drop near the beginning, into the mists of a canyon, more than makes up for the frustration that lies ahead.



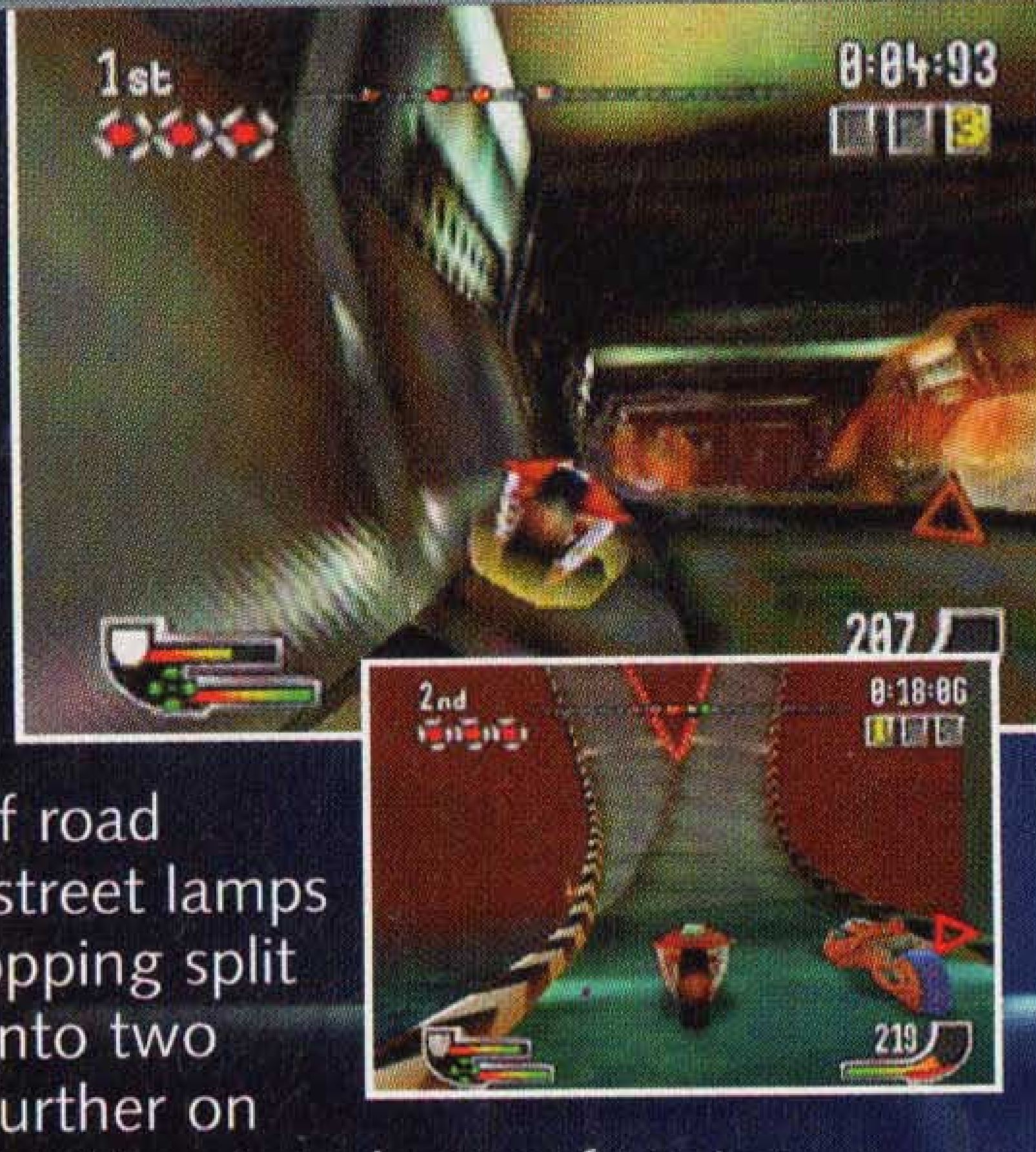
DESERT: three

This, the last Desert course, is a refuge for abandoned industrial units and, more impressively, alien spacecraft. There's a Y-shaped diversion about half way along, where you can either go up into the sky or down into the sand, and also a tricky 360° corkscrew towards the finish.





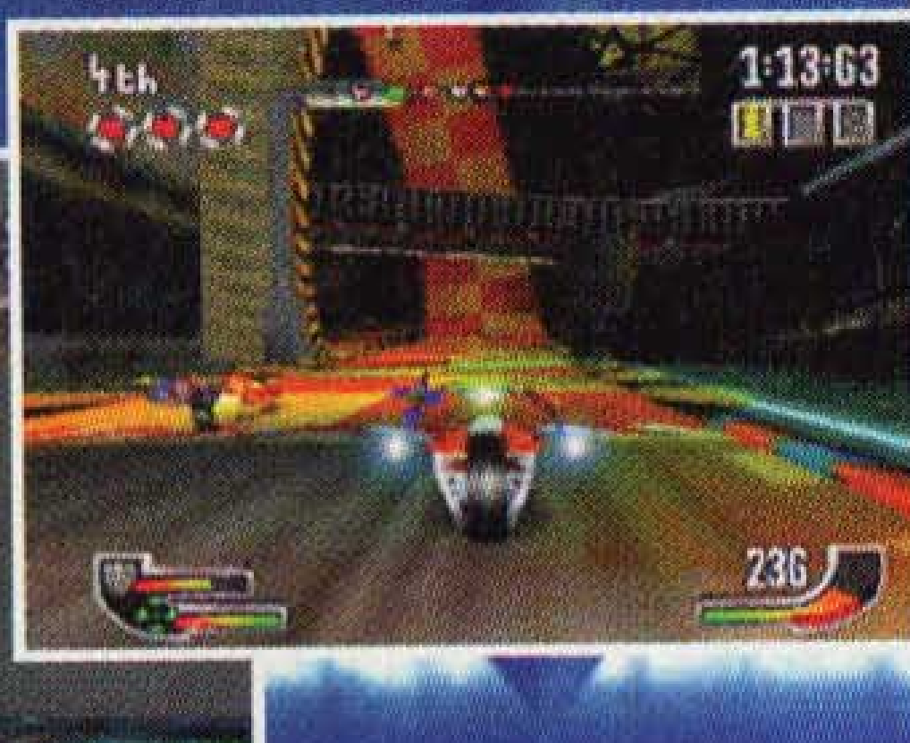
CITY: one

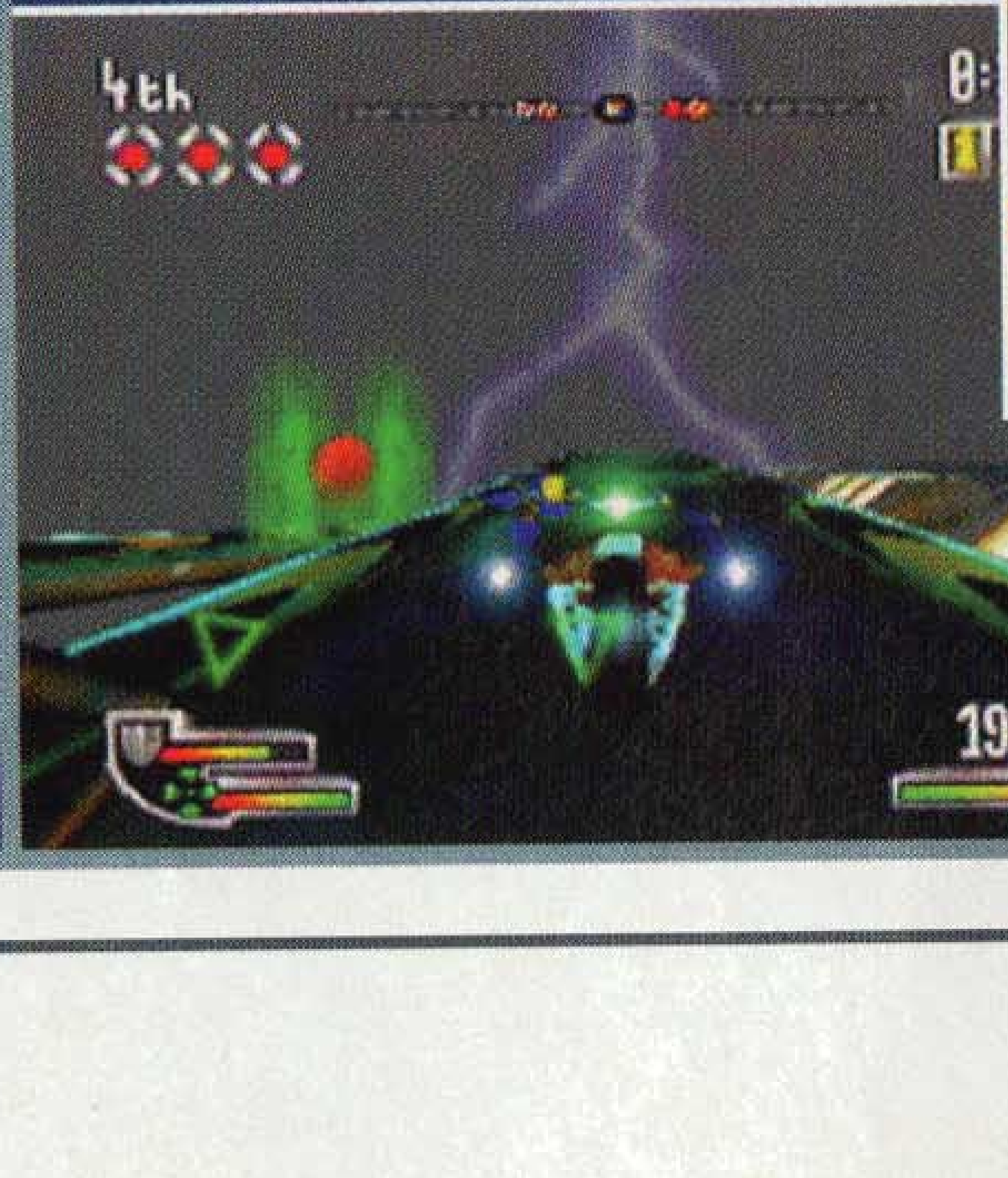


A long, winding industrial tunnel begins the premier city course with a bang. Following later is a long stretch of road separated by street lamps and a jaw-dropping split which leads onto two 360° twists. Further on towards the line there's a choice of routes including flyovers and a nasty chicane.

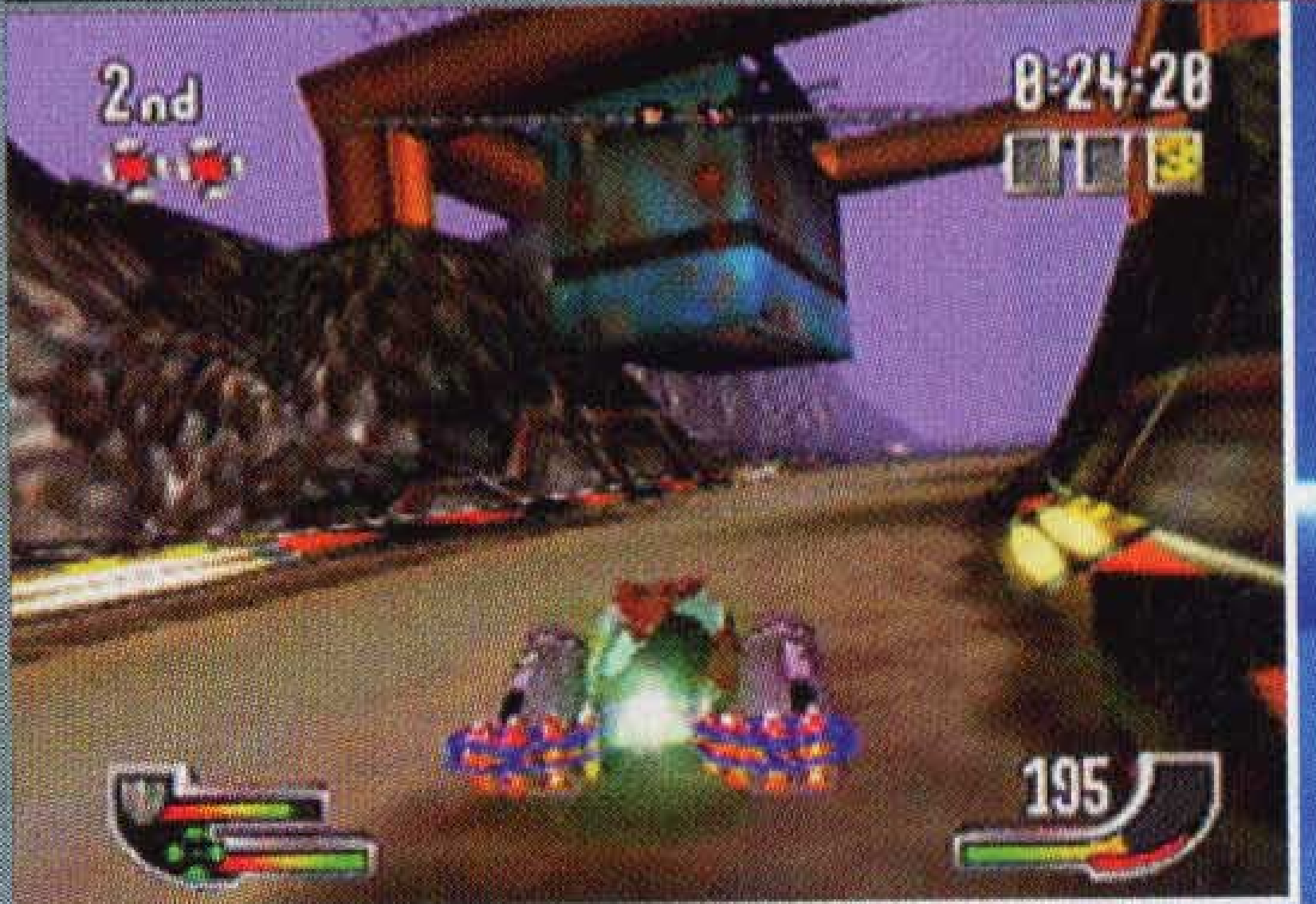
CITY: two

A quarter of the second city track is actually set on two tracks running next to each other. Around this, there's a lengthy industrial tunnel, a horrendously difficult chicane, a desolate cityscape, a gorgeous drop into an underwater tunnel and several scenery-cracking lightning strikes.

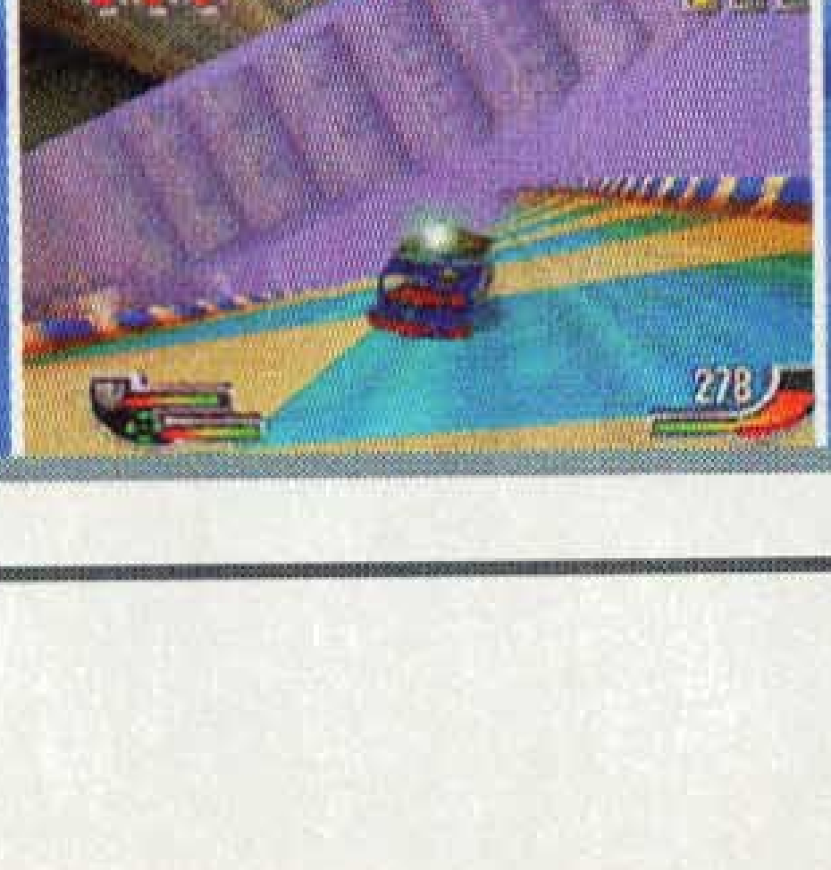




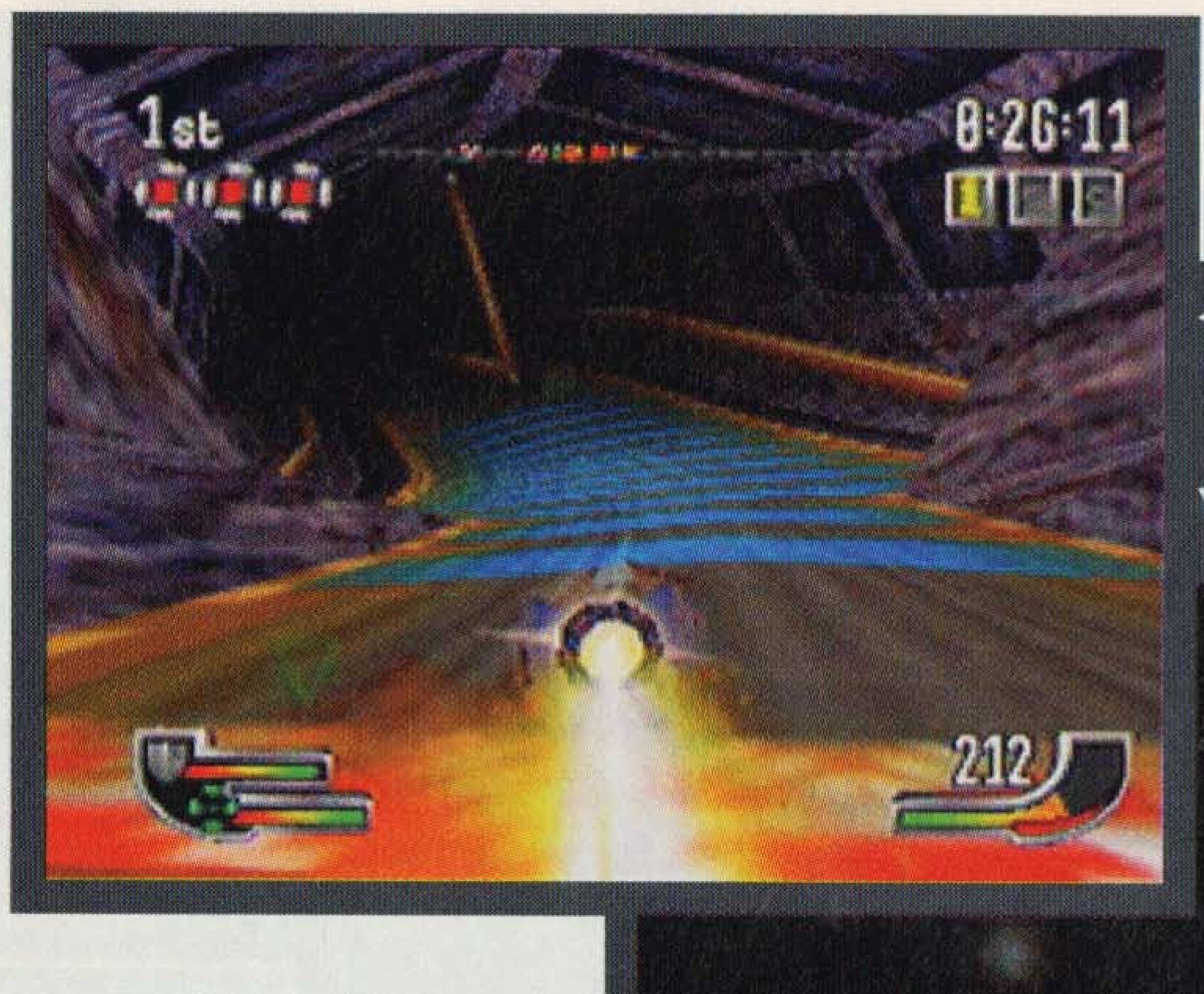
CITY: three



Although this begins like one of the first three levels – with its cranes, slag heaps and disused mining facility – the last city course soon melts into the concrete of an abandoned urban sprawl. A multi-storey car park is the highlight where you can whip in between the shells of burnt-out buses.

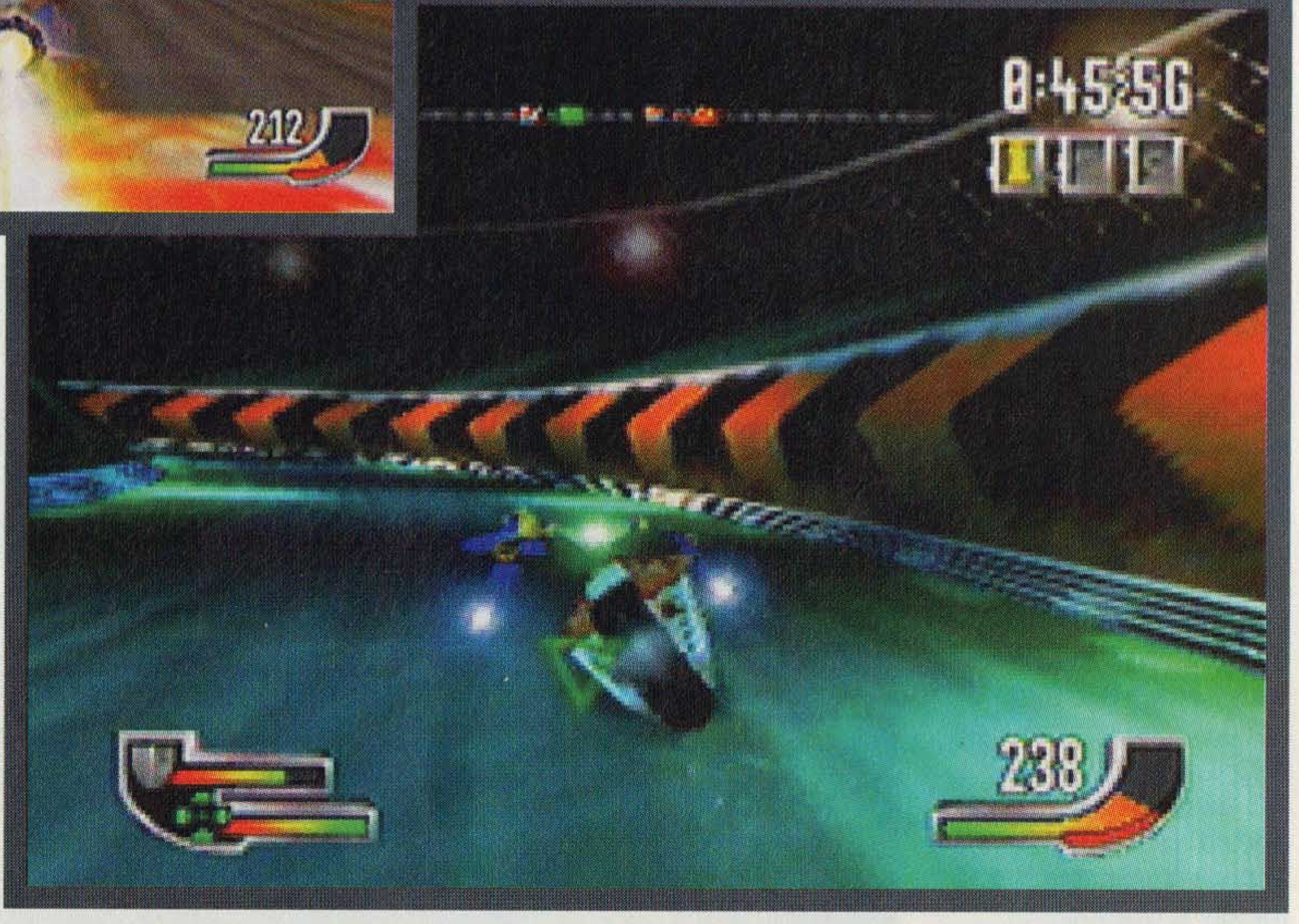


G



◁ *A rocket-style assist through the second mining area. Just be careful of the Y-junction at the end.*

▽ *Armed to the teeth with two white-flared missiles. Send them scampering...*



Extreme G			
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November	64M		1-4
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N64 MAGAZINE STAR GAME

MINES: one

Considering how far down the line this track comes, it actually has a surprisingly straightforward layout. Beginning under the shadow of a huge crane, it only features two jumps and a 360° twist in the road, all easily traversable. However, before complacency sets in, there's a nasty hairpin bend towards the finish to deal with.

MINES: two

Set entirely inside a mine shaft and boasting flocks of bats and track-bound meteors, this soon ramps the difficulty back up. Alternative paths run above and below, and there's a curled jump into a sort of by-pass, which leads around the straight then, with a towering jump, returns to the track proper.

MINES: three

Perhaps the hardest course of all, the third mine-set competition comes in the shape of roads with no rails. Either side of the track are rivers of lava and, inevitably, unless you use the power slide you'll tumble in. Expect also the nastiest turns yet and, in a taste of what to expect from the Wally Warp, a rippling green warp wall at the very end.

SPACESTATION: one

The first of the utterly magnificent space courses is carved out by the wrecks of huge alien spaceships. Thus, its layout is majestically diversive. A 360° corkscrew followed by a mile of 180° bends is the main focal point, but there are also vertical drops and the best power-ups in the game.

SPACESTATION: two

The main features in the second space world are the consecutive split-pathways about half way round. There are three, one after another, and therefore power-sliding is essential. Also, simmering Stargate-style opaque walls make things harder as they're placed in front of the Y-turns. Brilliantly designed, ludicrously hard.

SPACESTATION: three

Daylight finally pays a visit to *Extreme G* with a stupendous last course, heavy in huge flying saucers and gravity-defying drops. Strange X-Files-like medical buildings also line the tracksides, but this is space with a countryside feel and, in the grand scheme of things, laden with particularly nasty corners.

GO! GO! ▷

MULTI-PLAYER COMPETITIONS

Tournament: Works in the same way as the one-player except two of you can take part and either one of you can qualify to allow both to progress. All twelve courses are available to play.

Cup: 16 players can compete in this one although, similarly, the format is one-on-one and, once you've lost, you're out of the competition. A bit like the FA Cup. With bikes. And corkscrews.

Head To Head: Just a simple question of eking out the best *Extreme G* player. Two of you go at it like speed-crazy fools in an effort to get one over on your mate. All the tracks and all the weapons give it that added edge.

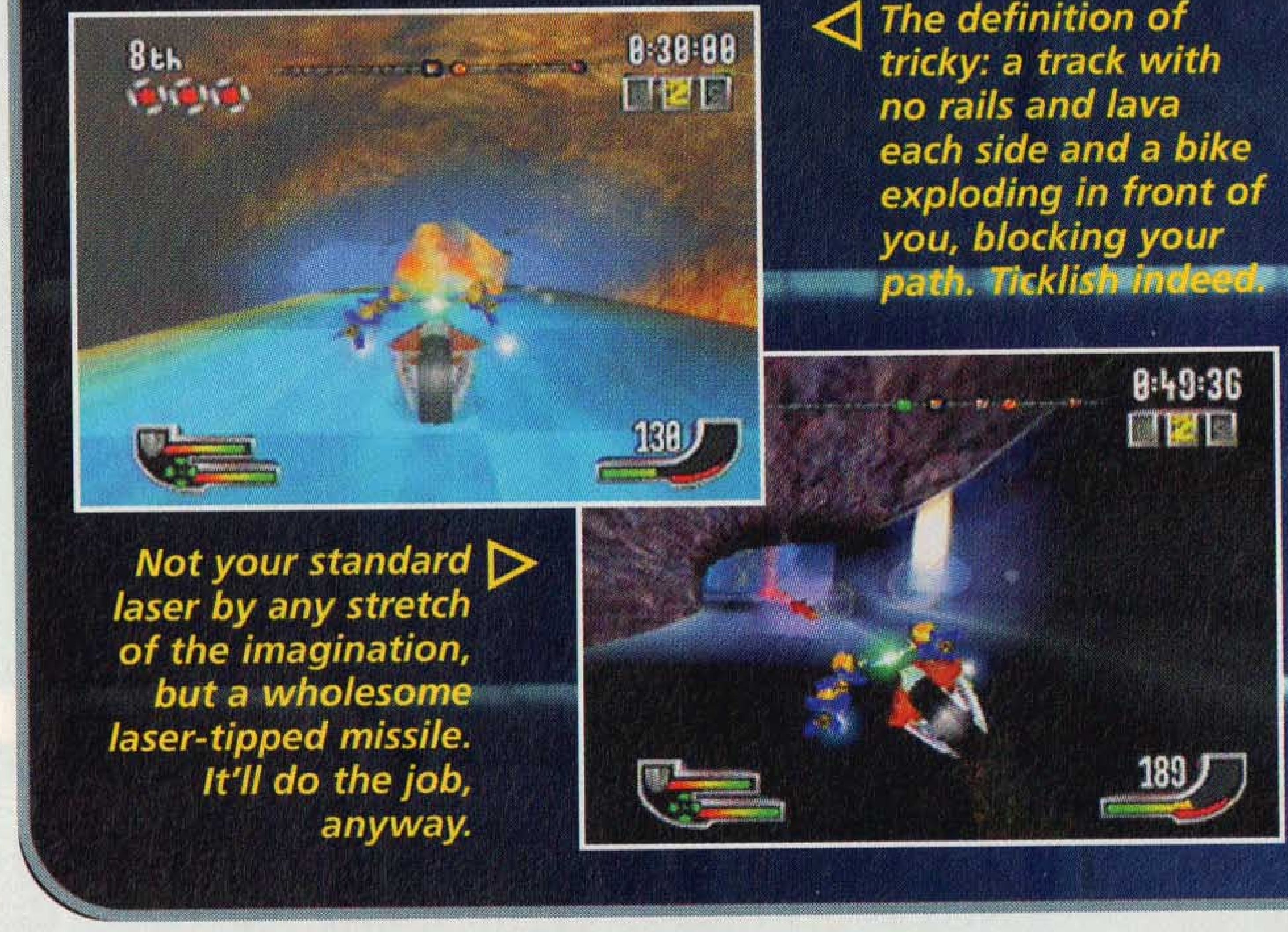
Flag Game: Little red XG-labelled flags are dotted about the various tracks and it's merely a question of how many you can collect in the three laps. If you beat your mate then lovely. If you don't, TRY AGAIN.

WEAPONS

Speed is *Extreme G*'s foremost consideration. But, what future-set racing game would be complete without lightning fast, super-lethal weapons? Not this one, that's for sure...

STANDARD

All eight bikes are fitted with one of three default cannons which temporarily stun opponents. The Laser cannon (bikes: Khan, Raze) fires continuously, slowing opponents down but doing little damage to their shields. The Pulse cannon is the weakest of the three (bikes: Grimace, Rana, Apollyon) only firing one shot a second and doing next to no damage at all. And the Excel cannon is by far the best attachment (bikes: Mooga, Maim, Jolt). Its rapid rate of fire – over four shots per second – and green-ringed appearance ensure it looks impressive and does huge amounts of damage to boot.

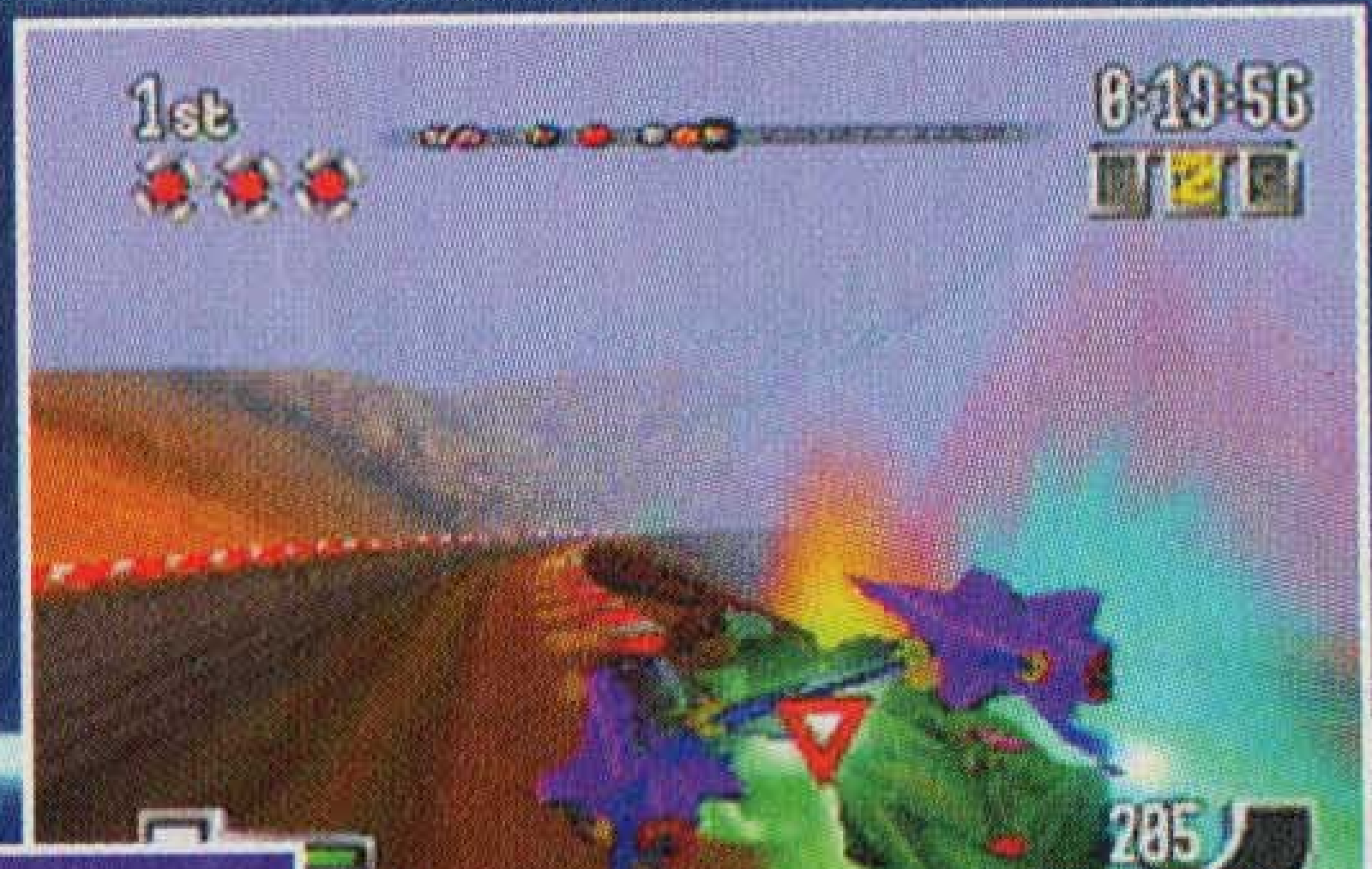


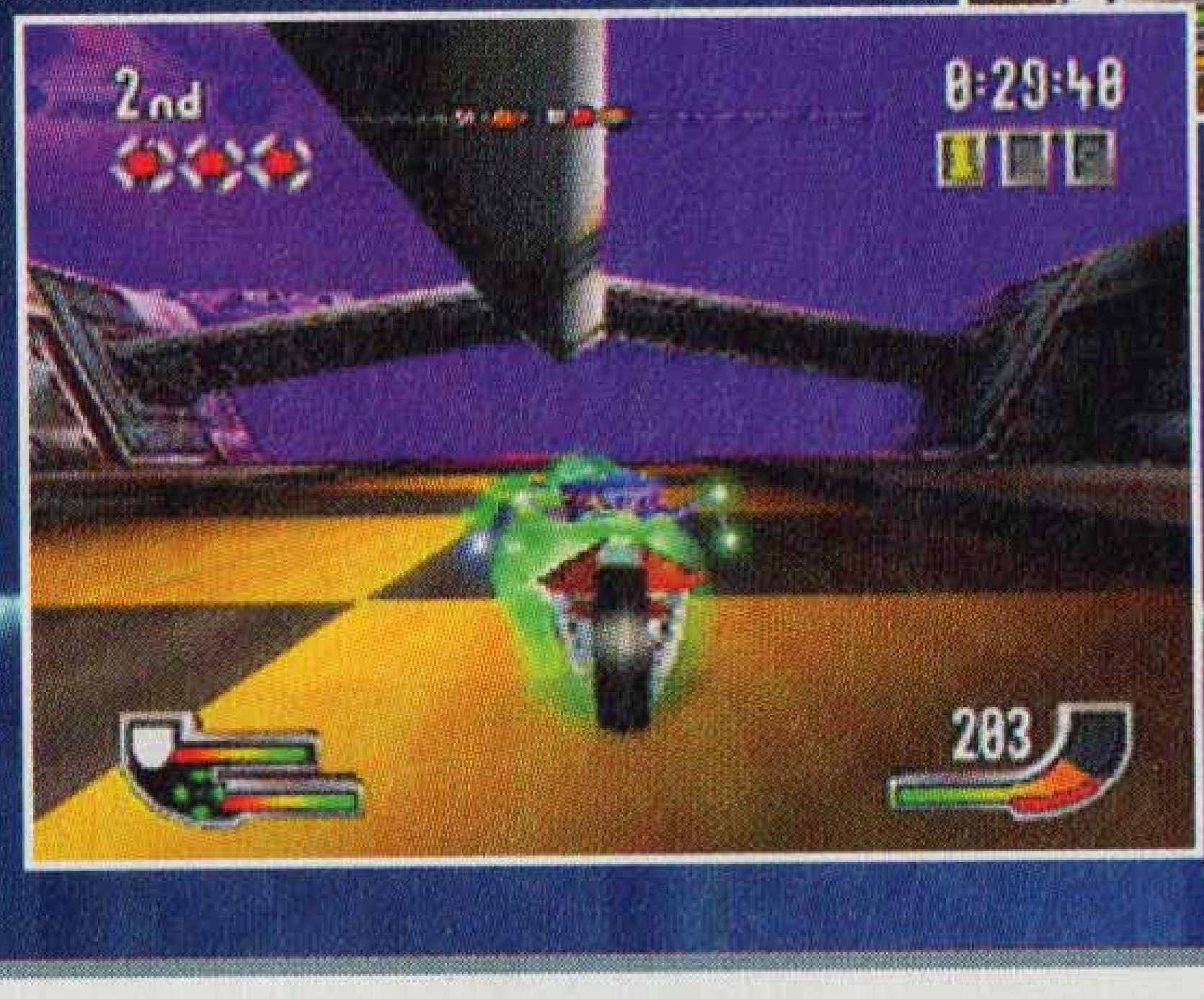
◁ *The definition of tricky: a track with no rails and lava each side and a bike exploding in front of you, blocking your path. Ticklish indeed.*

Not your standard laser by any stretch of the imagination, but a wholesome laser-tipped missile. It'll do the job, anyway. ▷

SHIELDS

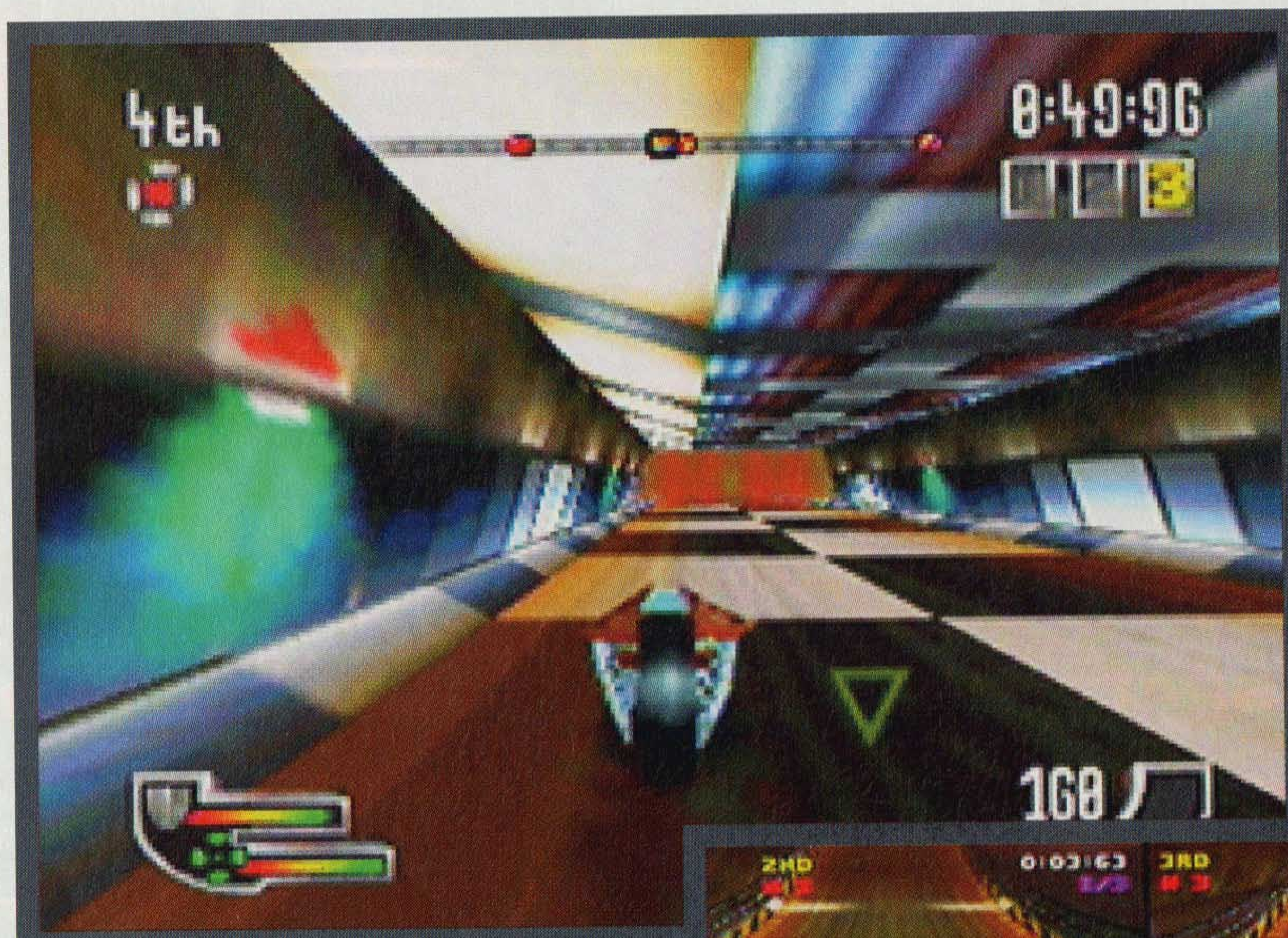
Each bike has a transparent shield which protects it from enemy hits. However, the more you're hit, the lower your shield level becomes – the bottom left-hand corner bar will tell you how much energy you actually have – and so you need to seek out the Shield Recharge icons (the red spheres) dotted about all twelve tracks. When you're under fire, the shield shows up as an opaque green film. Concentrated scenery clipping can also wear down your protection.

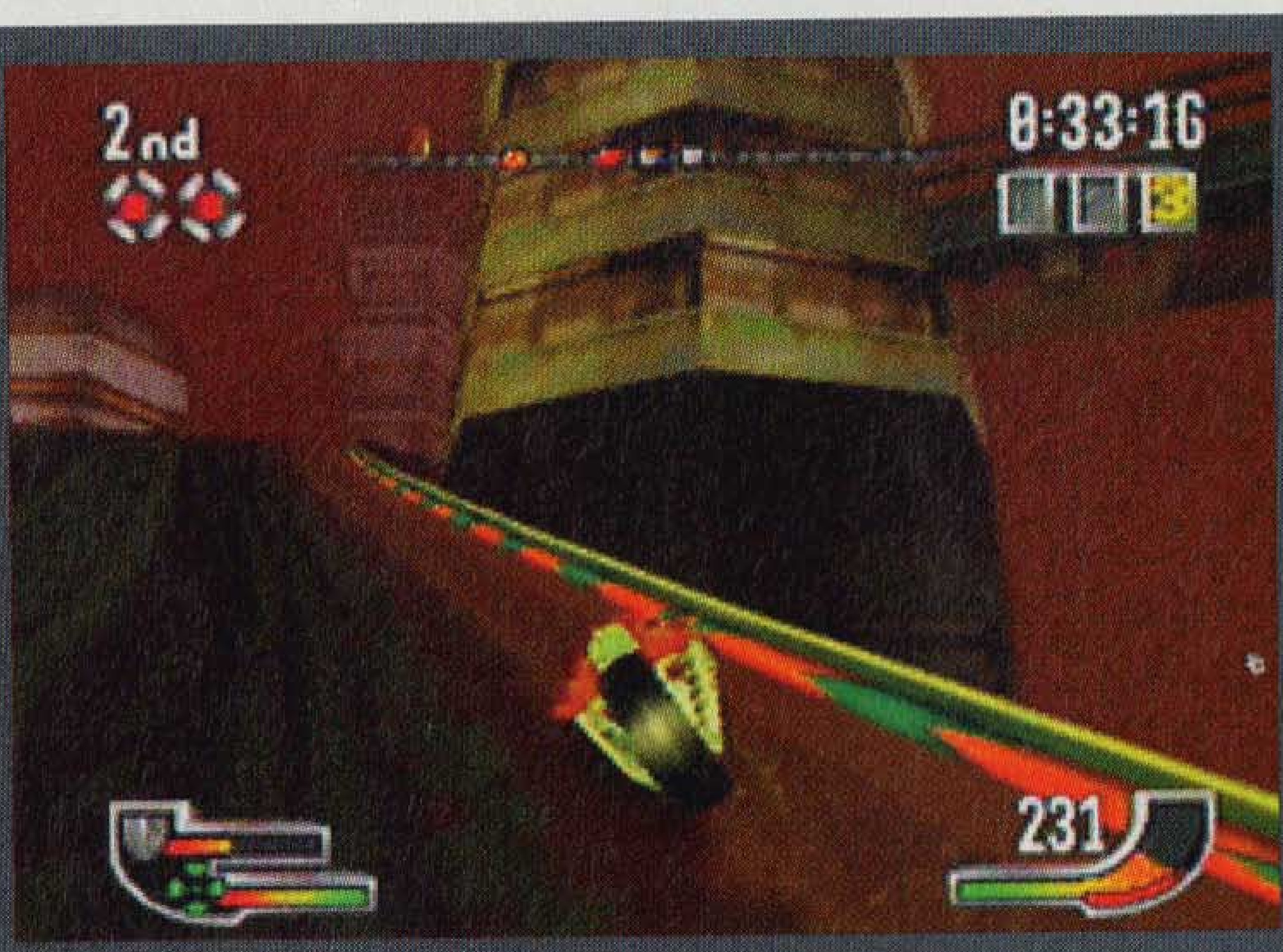




△ *Mmm, it all looks very pretty but this collision will knock your bike's shields down a peg or two.*

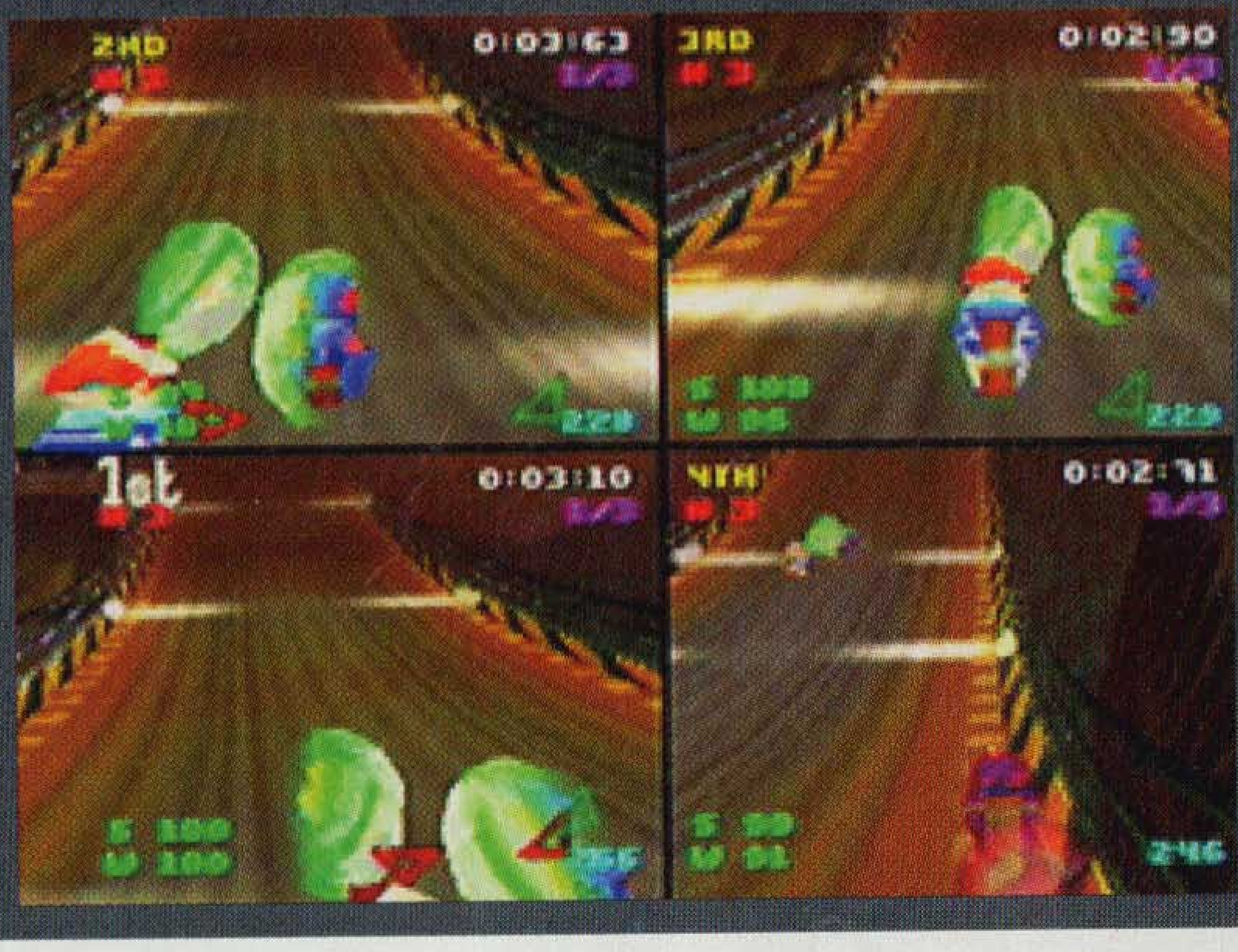
◁ *Nice work. The bike in front of you feels the sore side of a laser.*

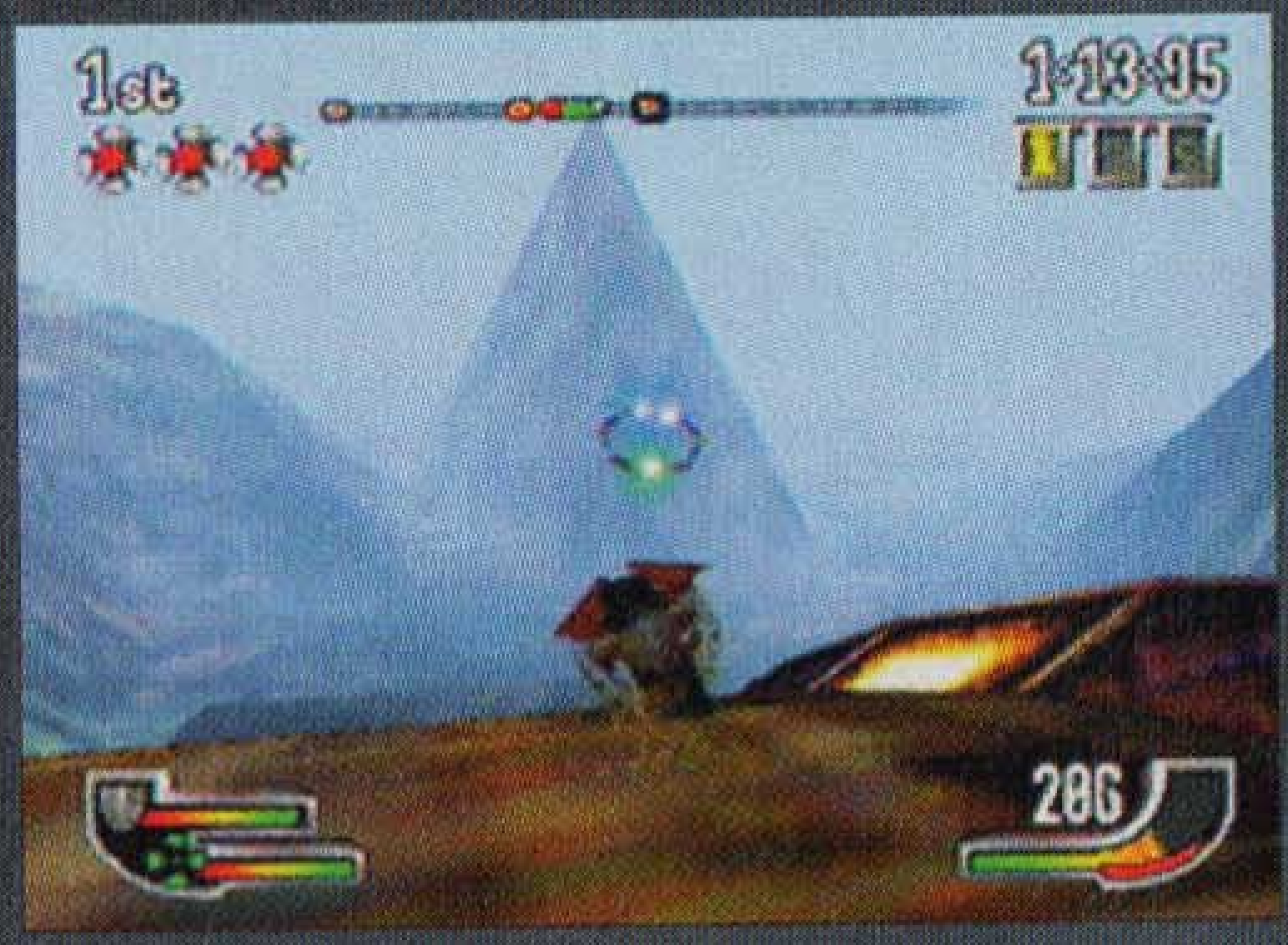




△ *This is the Roach, a bike you can garner after completing the game on the easiest difficulty.*

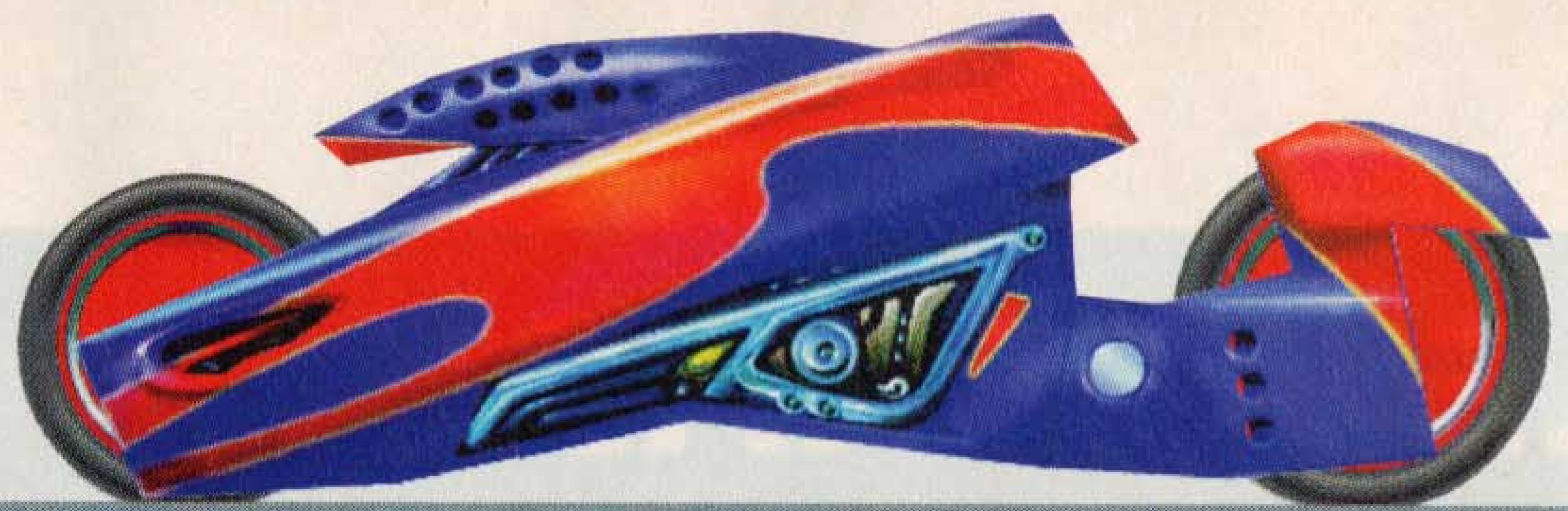
◁ *The trouble is, once you've played as the Roach, you won't ever try out any of the others again.*





△ *That thing hanging in the sky above you is the last remnants of your just-used weapon.*

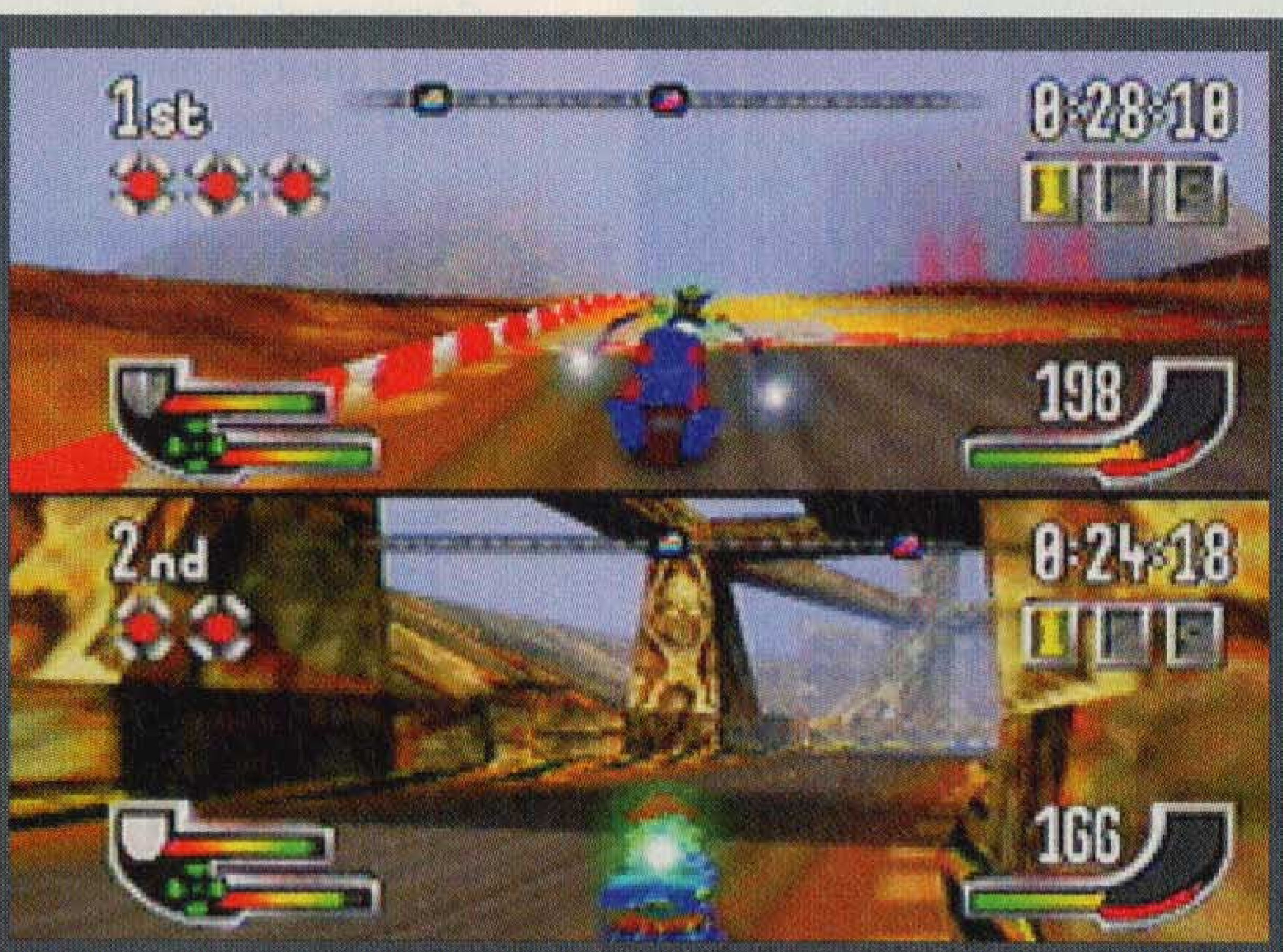
◁ *Three-player collision. Nice work if you can get it.*



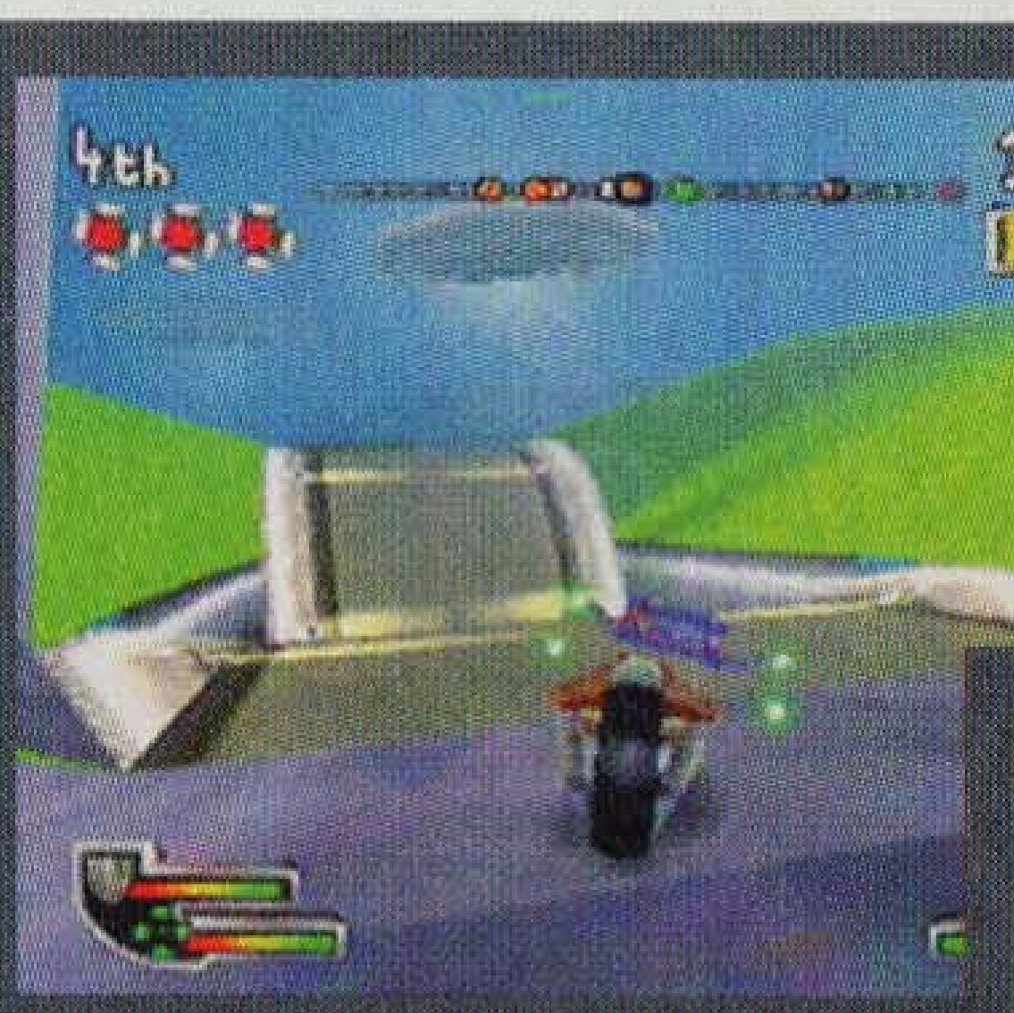
NITRO
In every race, your bike is granted three Nitro boosts which gives you around five seconds of extra speed. Due to the fact you're already pelting along at a rare old rate, though, these are generally best employed on straights. If you use them at corners or tricky chicanes, you'll just end half way up the walls and gain no advantage at all.

PICK-UPS

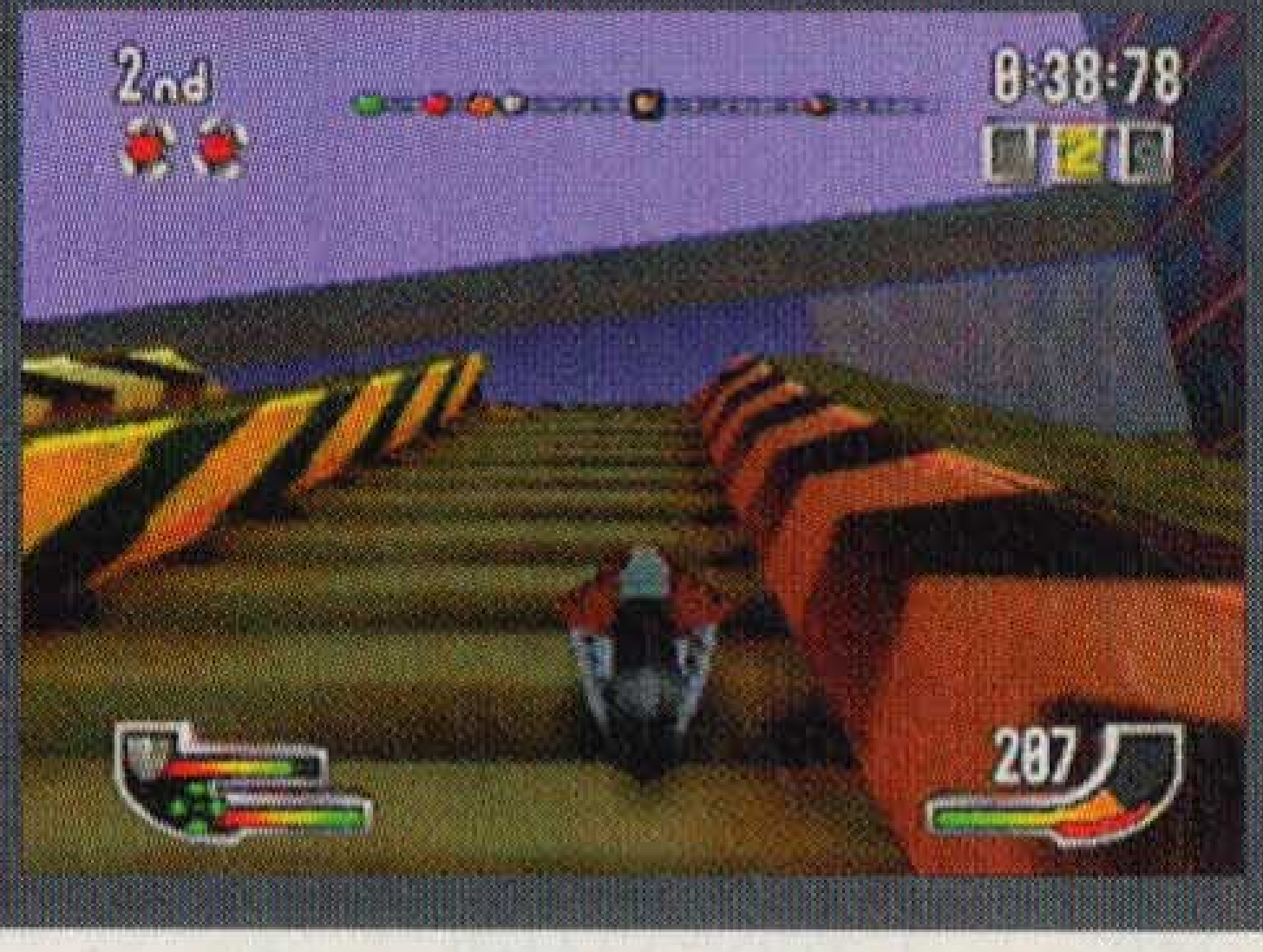
STANDARD MISSILE *Unspectacular, inaccurate front-mounted weapon with limited impact. They frequent the last levels as the challenge gets harder and the opponents tougher.*	***POWER SHIELD*** *The very simplest shield, this merely places a protective coating around your bike for a limited period of time.*	***HOMING MISSILE*** *An impressively flashy, yellow-trailed addition to your arsenal that requires no lock-on and seeks out opponents regardless of how far ahead they are.*	***MULTIPLE NEEDLE MISSILES*** *Actually a group of razor-ended bombs, which whip ahead and burst the tyres of bikes in front. For the most part, devastatingly accurate.*	***INVINCIBILITY*** *Although visible, your opponents are unable to see you. If they're lucky they can get a shot in, but this is often the best way to get one over on an enemy bike.*	***REAR-FIRING MISSILES*** *Coming in twosomes, these white-tailed rockets are perfect for seeing off close bikes, especially when jostling for first place.*
INVULNERABILITY *No visible shield, but your opponents won't be able to hit you anyway. Lasts longer than the Power Shield and hits won't wear it down.*	***MORTAR BOMBS*** *Looking like chimneys either side of you, the mortar bomb is, in fact, a fantastically lethal close range weapon, with its rain-like floods of explosives.*	***PROXIMITY MINES*** *When dropped, they'll manoeuvre themselves to the nearest opponent behind you and explode, slowing up their challenge.*	***ION SIDE BLAST*** *Set off one of these and a length of simmering laser shoots out from either side of you, preventing opposing bikes from nipping past.*	***PHOSPHOR FLARE*** *More of a stun gun than anything else, the flare produces a blinding white light and temporarily disables all other competitors.*	***STATIC PULSE*** *Sends a half circle of purple-blue light forward and renders the weapons and steering of the bikes in front of you completely useless.*
TRACTOR BEAM *Like a magnet, the Tractor Beam fires off from the top of your bike and locks onto the nearest bike, pulling it backwards.*	***LASER LIMPET MINES*** *Looking a little like a trailer, the Limpet Mine does, in fact, stick cleverly to either wall and create a trip beam across the track, punishing the next passer-by.*	***MORNING STAR*** *A mine on a stick, the stupidly-named Morning Star rotates until a bike clips the detonator. Powerful enough to stop you dead in your tracks.*	***FLAME EXHAUST*** *Gives you an extra bout of rocket-style speediness. Also, if opponents are too close behind you, they can burn in the backdraft.*	***WALLY WARP*** *Best in multiplayer mode, this can be used to place a competing bike miles back. Drop the exit warp then the entrance as far in front as possible.*	***SHIELD RECHARGE*** *These are the red spheres that fill up your energy. They're common throughout although they become more sparse later on in the game.*



△ *The simple corners of the first desert track make it perfect for two-players.*

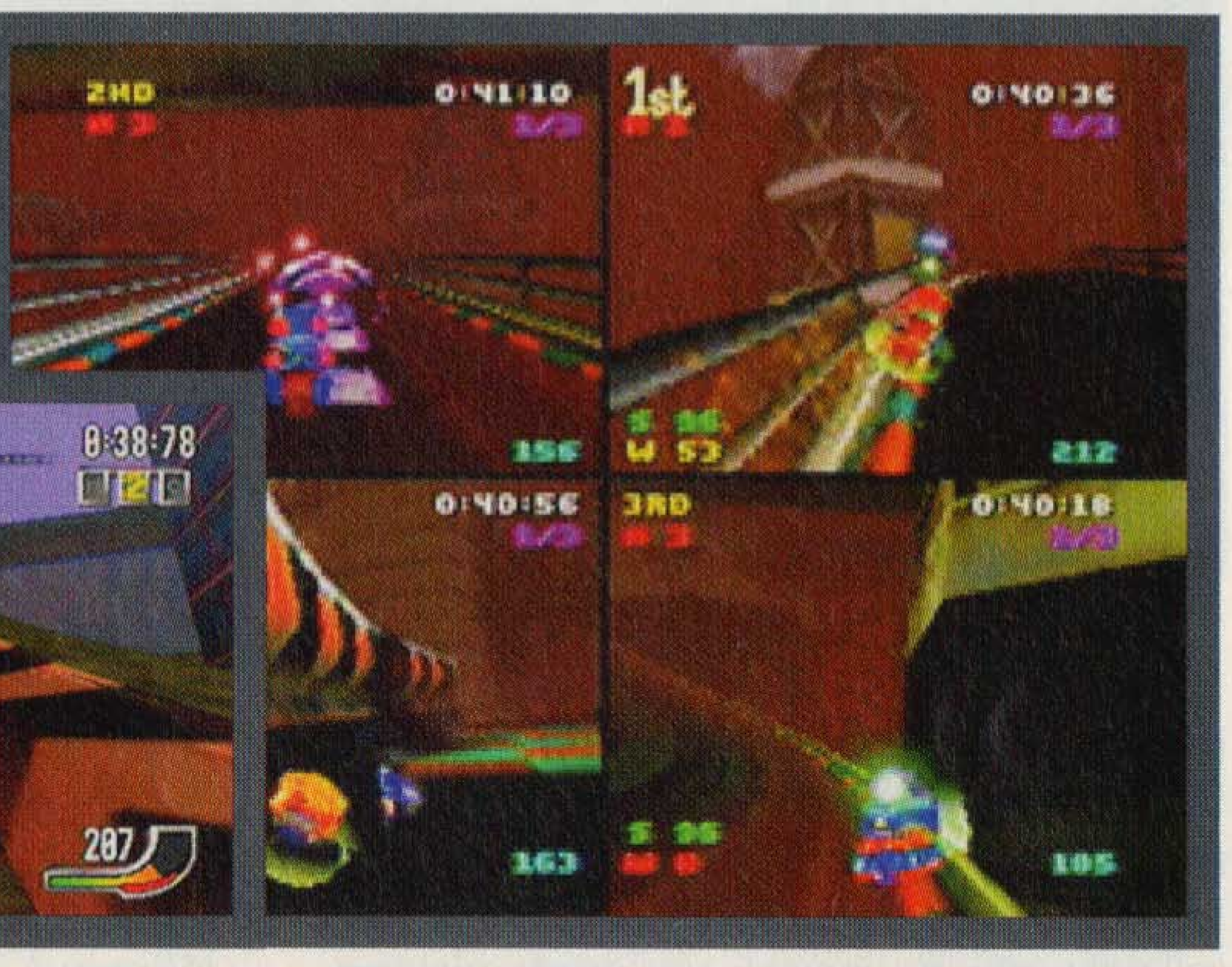


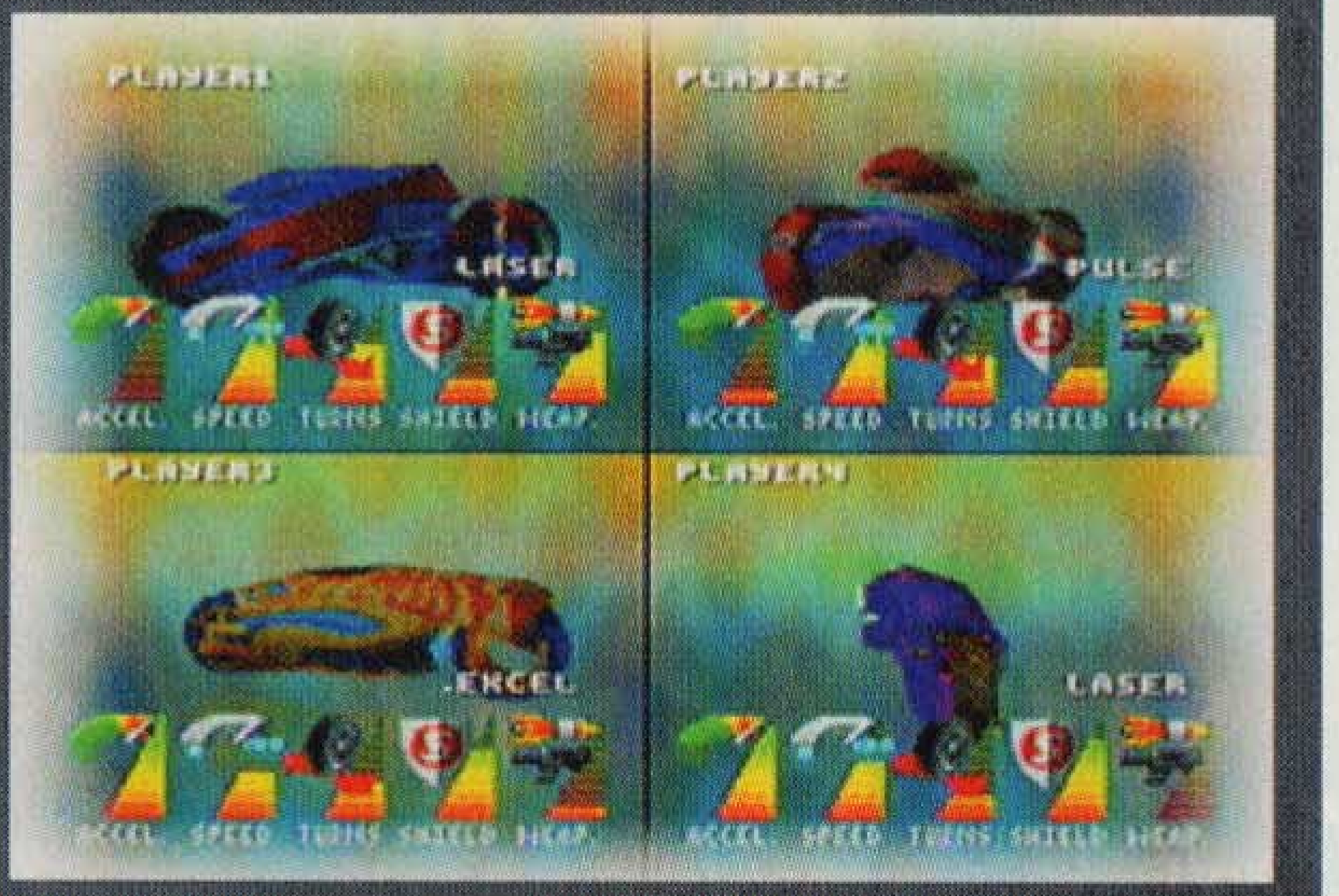
△ *Stonking last level. Flying saucers and all.*



▷ *This is the jump into the multi-storey car park with the buses.*

▷ *Believe it or not, Extreme G is actually a better one-player game.*





△ *(Above) No Roach, here. (Right) Game over, man. Game over. (i.e., you're dead)*

E*xtreme G*, it would be fair to say, is fast. So fast, in fact, that you're often left to ponder whether you actually have full control over your bike. And the truth? Probably not. To start with, anyway. As the tracks wind, twist, turn and drop, you often feel disorientated and annoyed. The enemy bikes don't help either. Unsurprisingly, they know the tracks intimately, meaning you're often left at the back of the pack, trying to recover some pride and position. And with the game requiring you to finish sixth, or fourth, or second to qualify, that can be fist-clenchingly frustrating.

But *Extreme G* requires some perseverance, and rewards it tenfold. The more familiar you become with the tracks, the better the game becomes. And eventually, when all twelve tracks have been completed – in Atomic, Meltdown and Critical Mass competitions – you'll actually wish it could start all over again, such is the brow-moistening, dewy-eyed buzz of the last three courses, in particular.

And, if nothing else, *Extreme G* is wonderful to look at. It marries Blade Runner and Alton Towers to awesome effect and, speed-wise, beats *Wipeout* at its own game. As with *Turok*, there's far, far too much mist clouding the horizon. But when you're given a chance to peruse your Jupiter-set environment, you're not disappointed. Split-pathed corkscrews, drops into misty canyons, 360° twist-roads… the invention in the game is astounding.

Indeed, the only thing that doesn't quite gel as it should is the range of weaponry. Perhaps because there are too

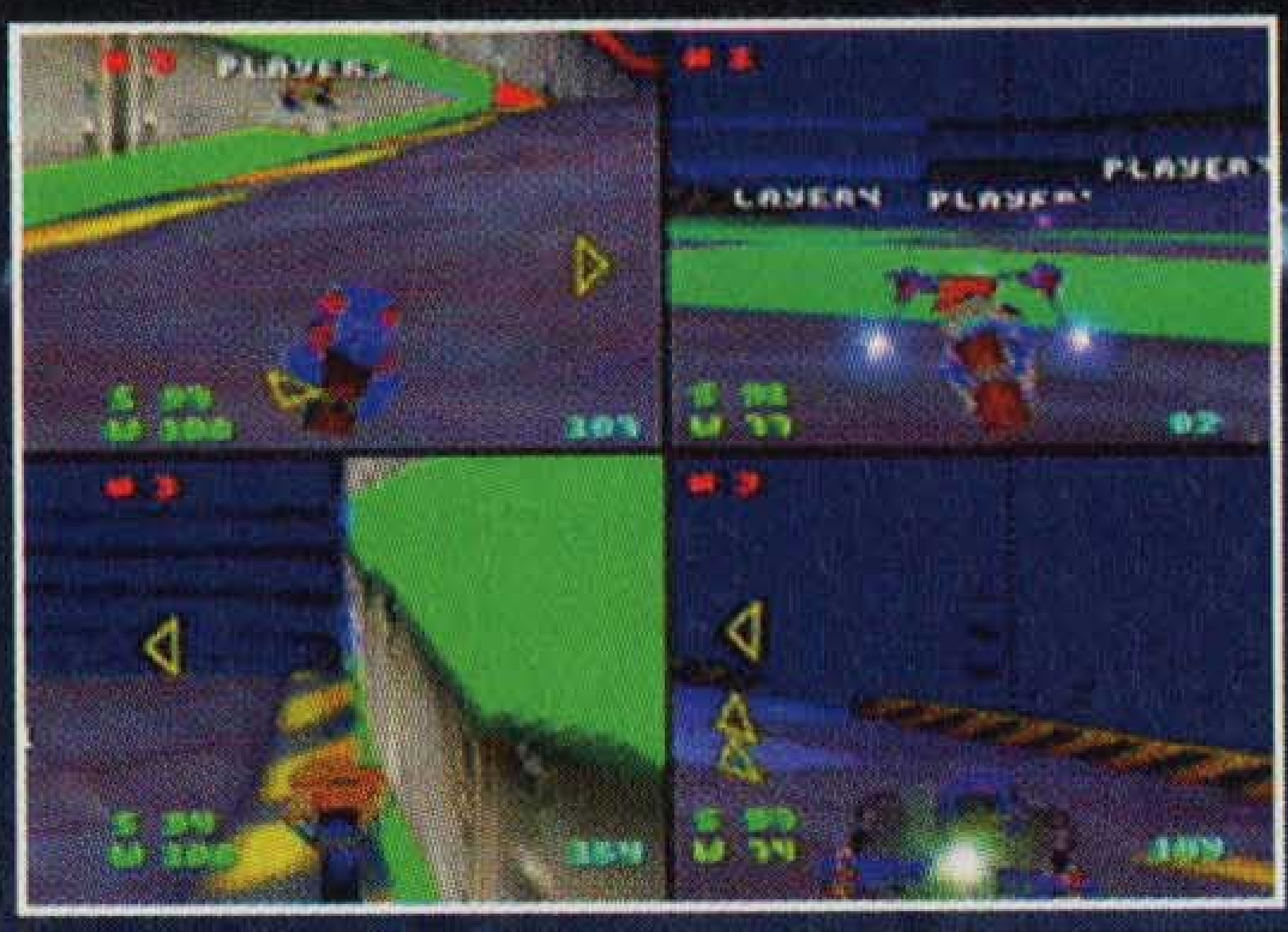
GO! GO! ▷

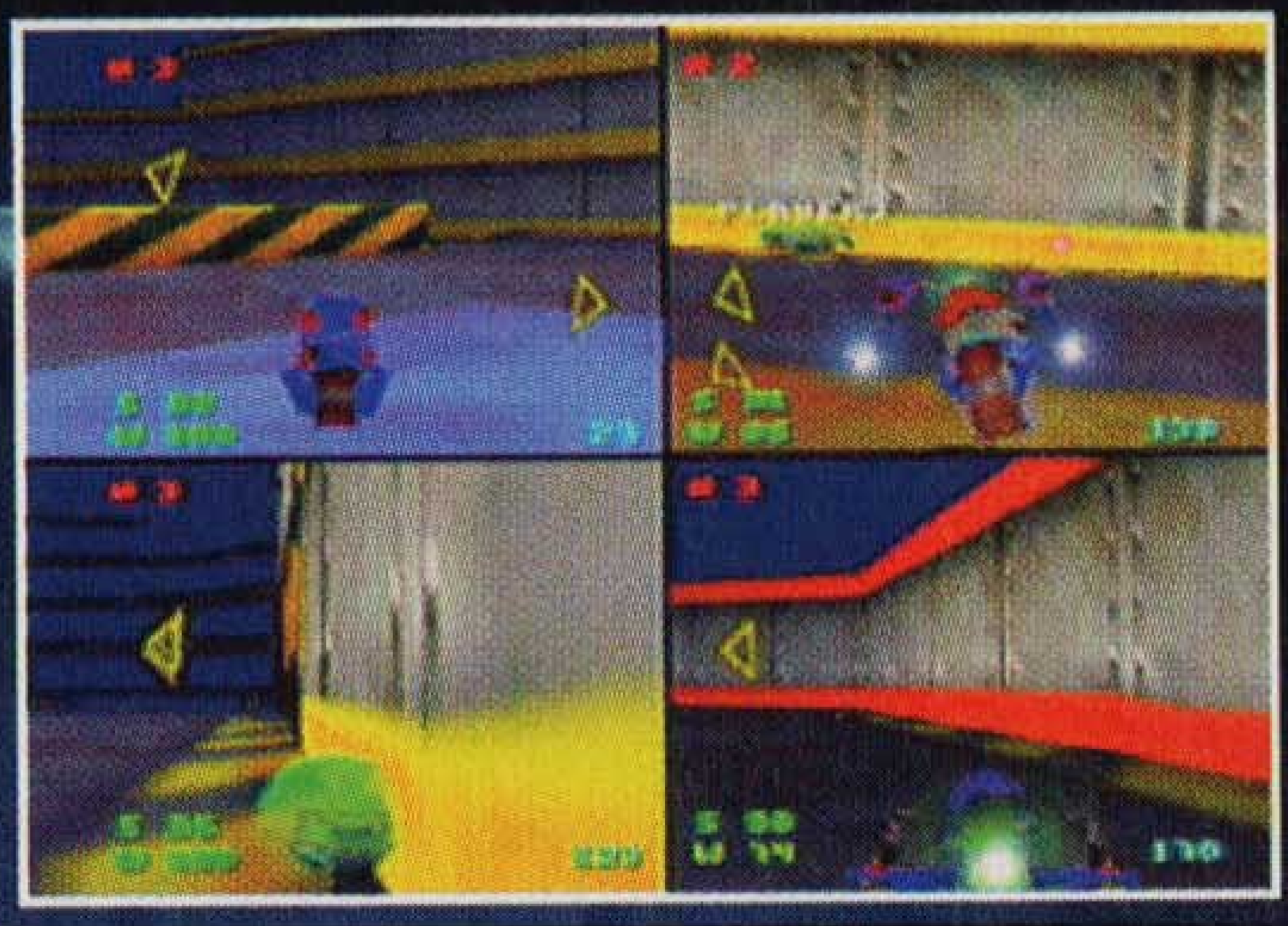
BATTLE ARENAS

As well as the standard racing format, multiplayer *Extreme G* also gives you the chance to take to four specifically-designed Battle Arenas...

COURSE: one

A bit like a multi-storey car park, this is the most power-up-heavy arena with a slew of treats down its centre. There are four floors to move up and down, with ramps on either side and a middle path starting from level three.

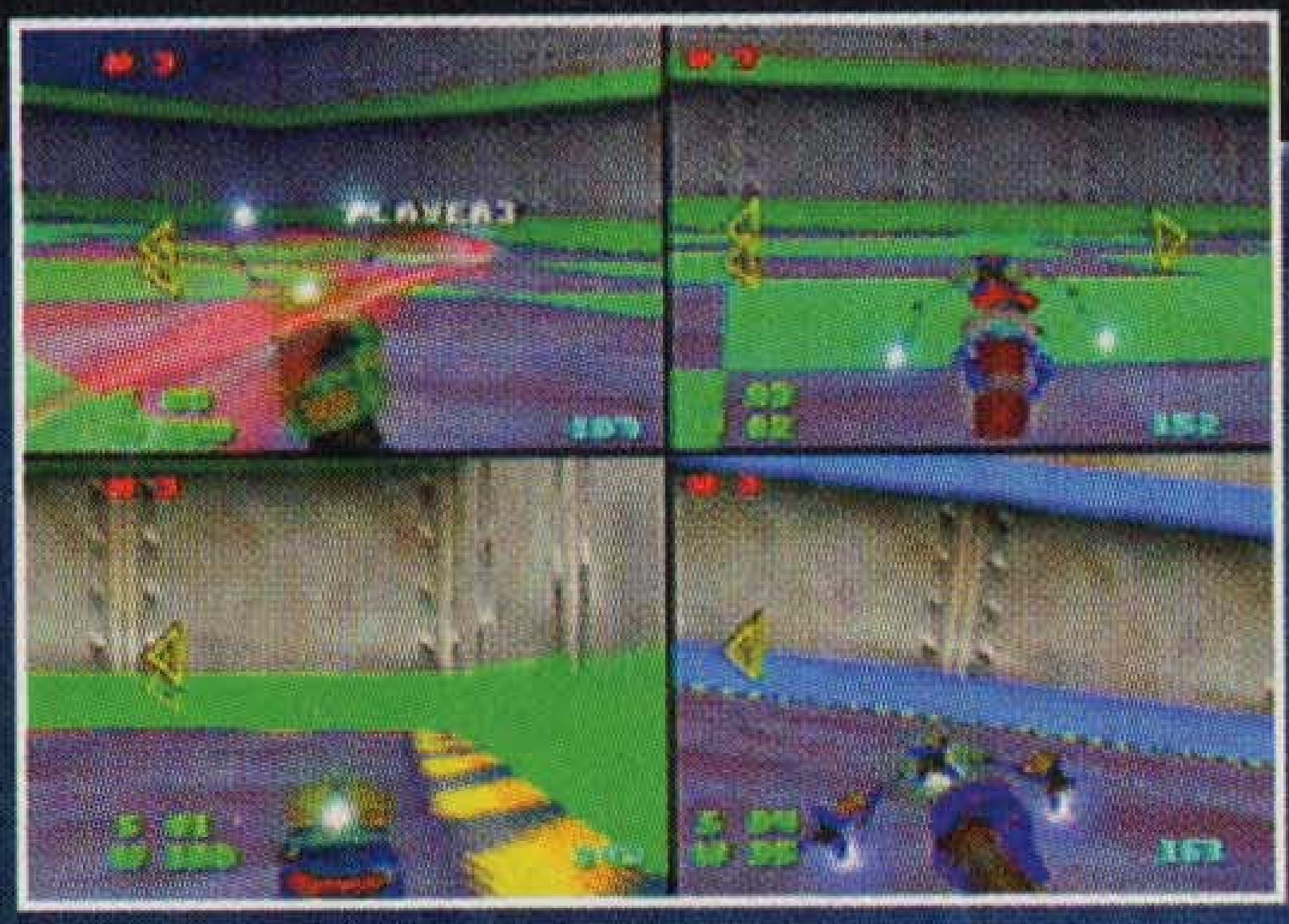


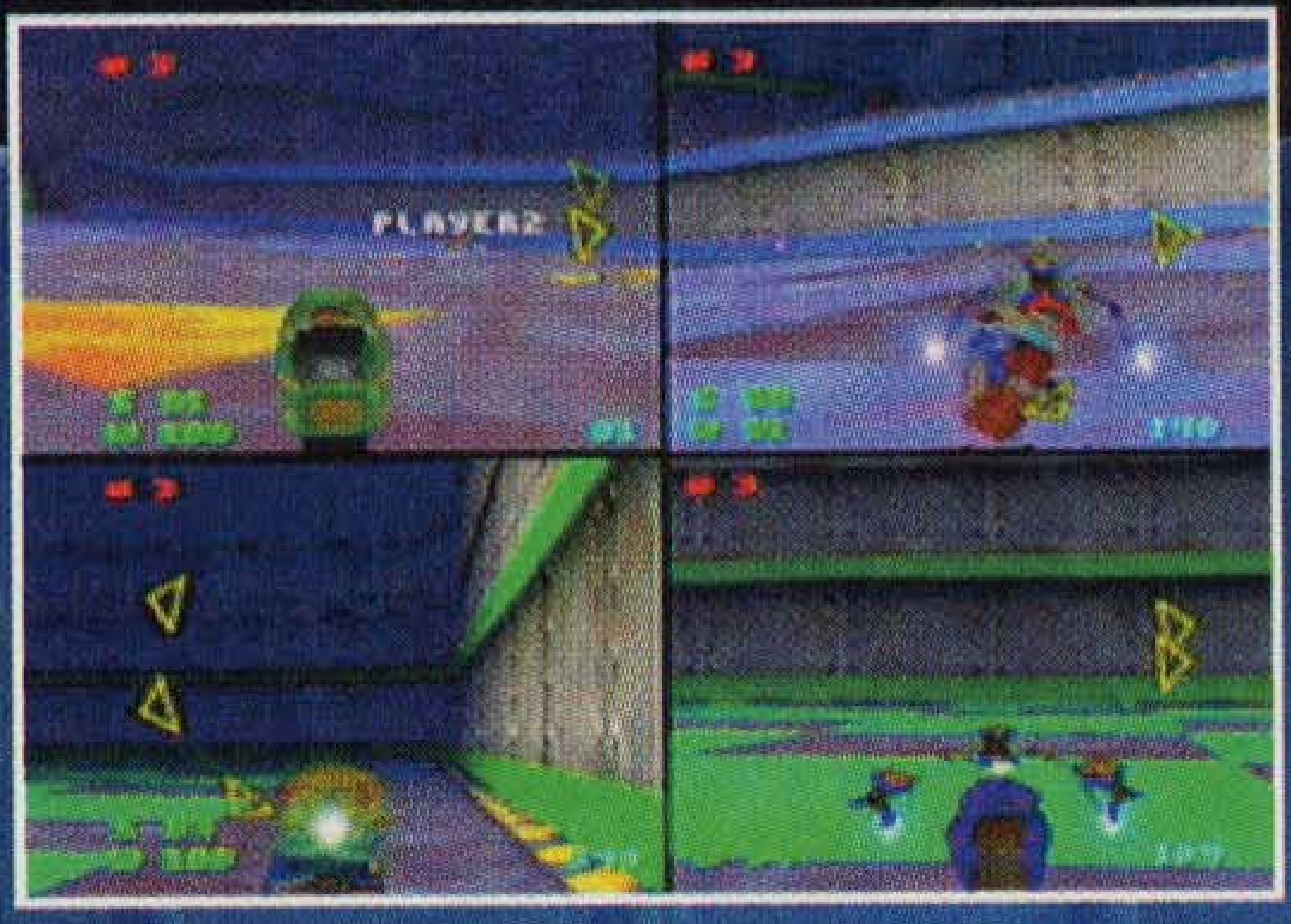


Three of you in a very confined space. Probably smells a bit.

COURSE: two

This three-floored entry is a little more simple in design with only four massive rooms to contend with. Ramps connect each one and there are also very few power-ups, so you have to get to know their positioning to succeed.

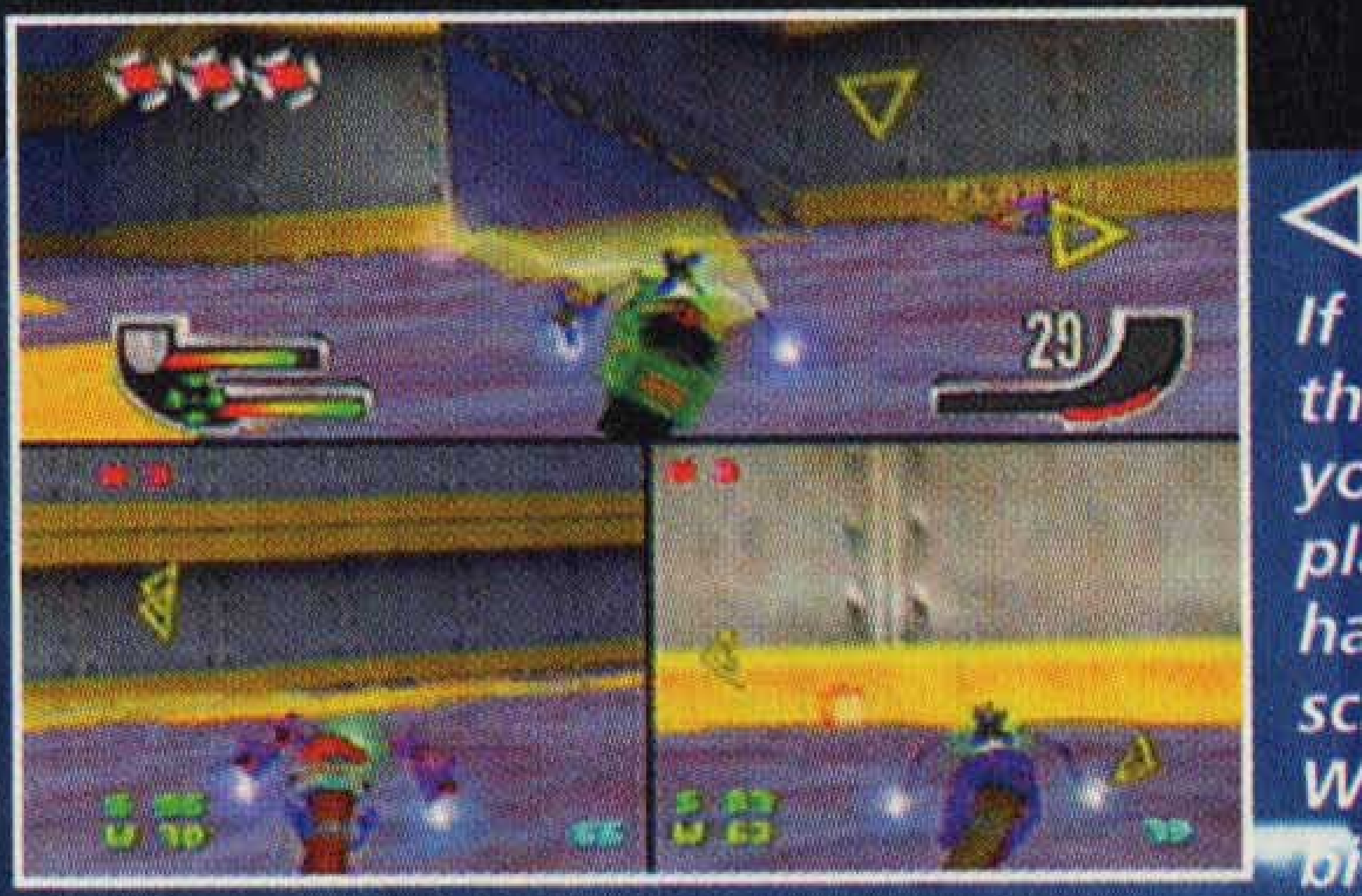


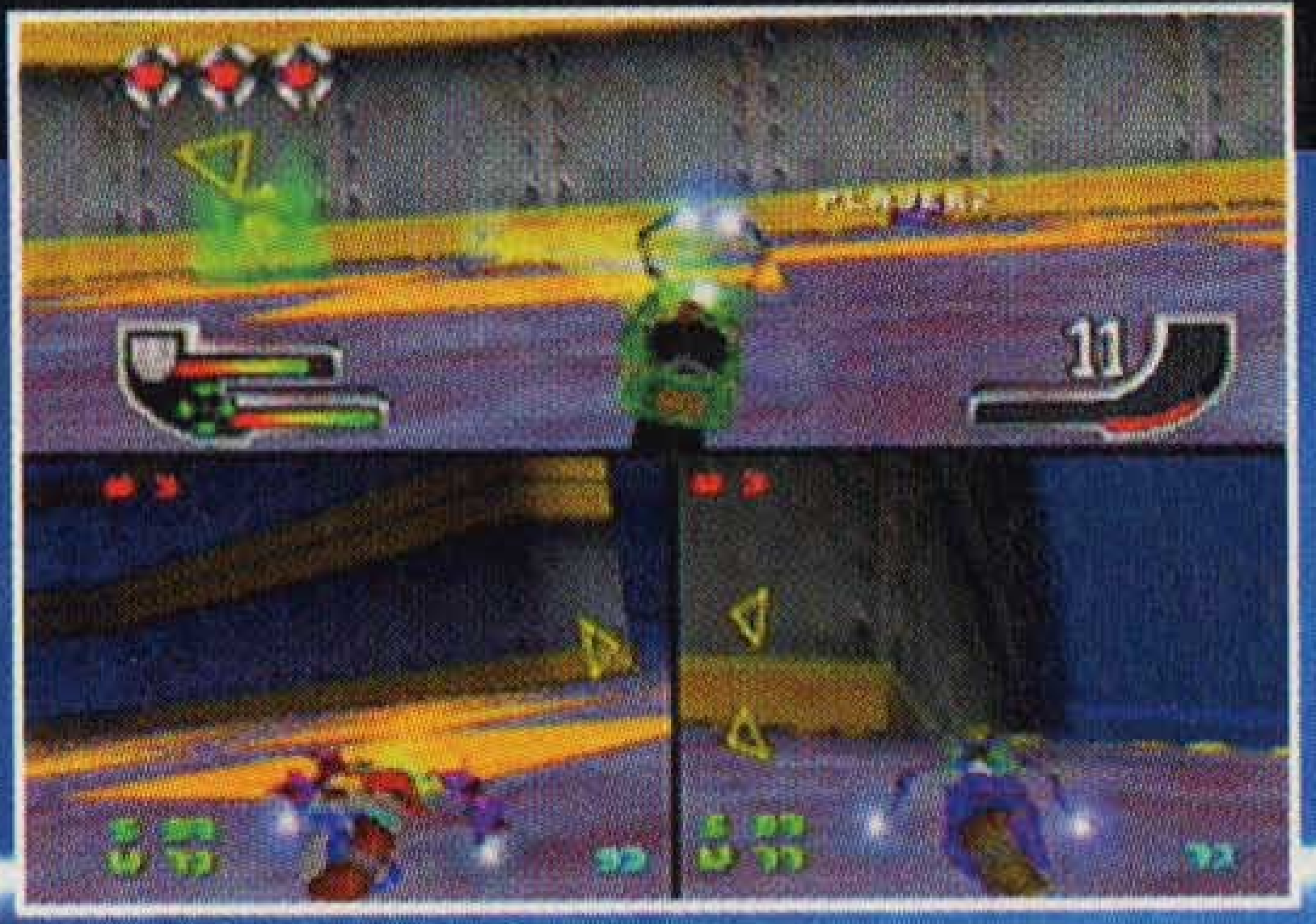


Weapons are the sneaky way to achieve success at Extreme G. Use your missiles!

COURSE: three

Steep slopes are the main feature of the third battle arena. There are three floors to work across and, like Course B, the rooms themselves are all on the large side. However, the power-ups are more concentrated, so action-packed play is assured.

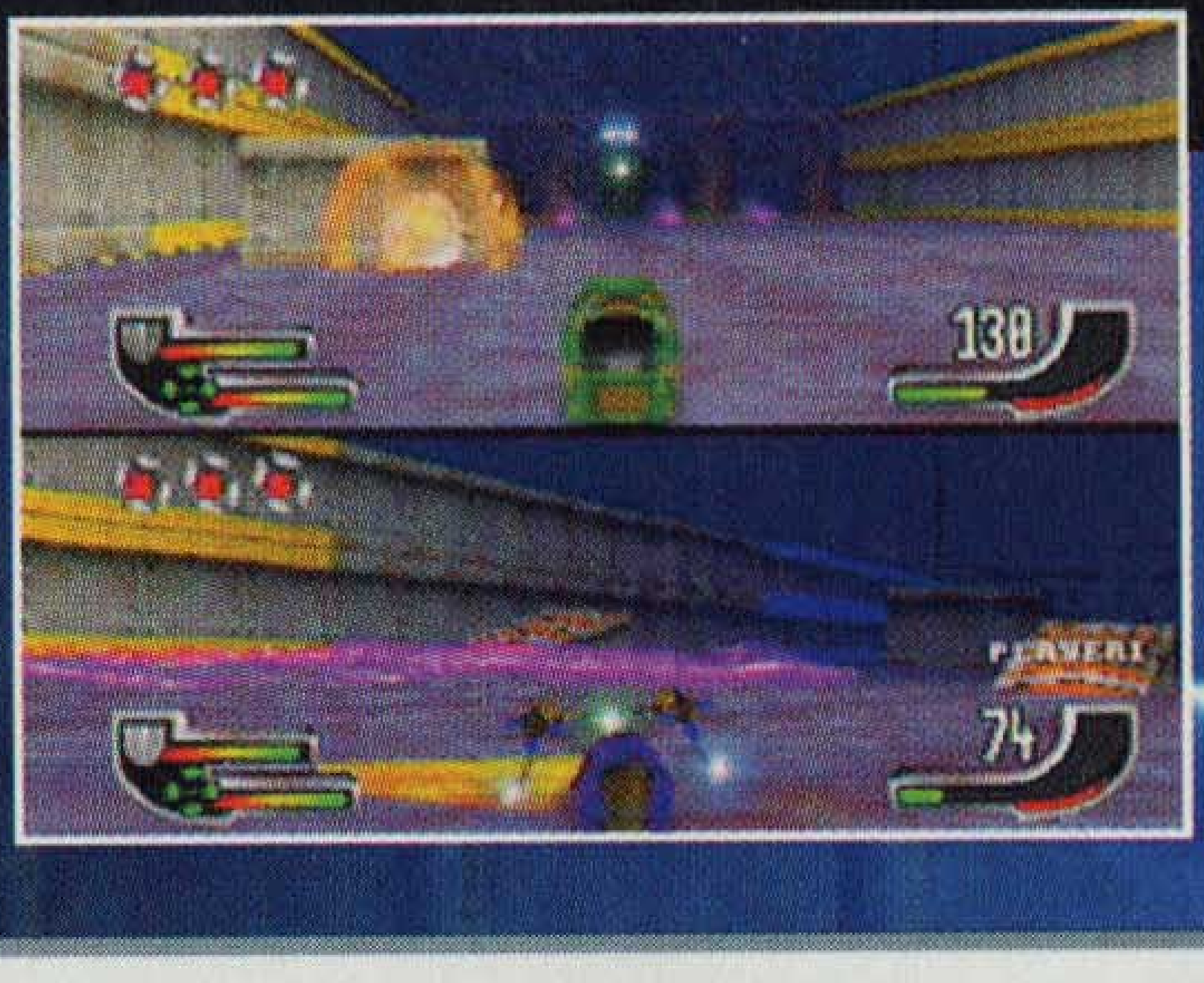


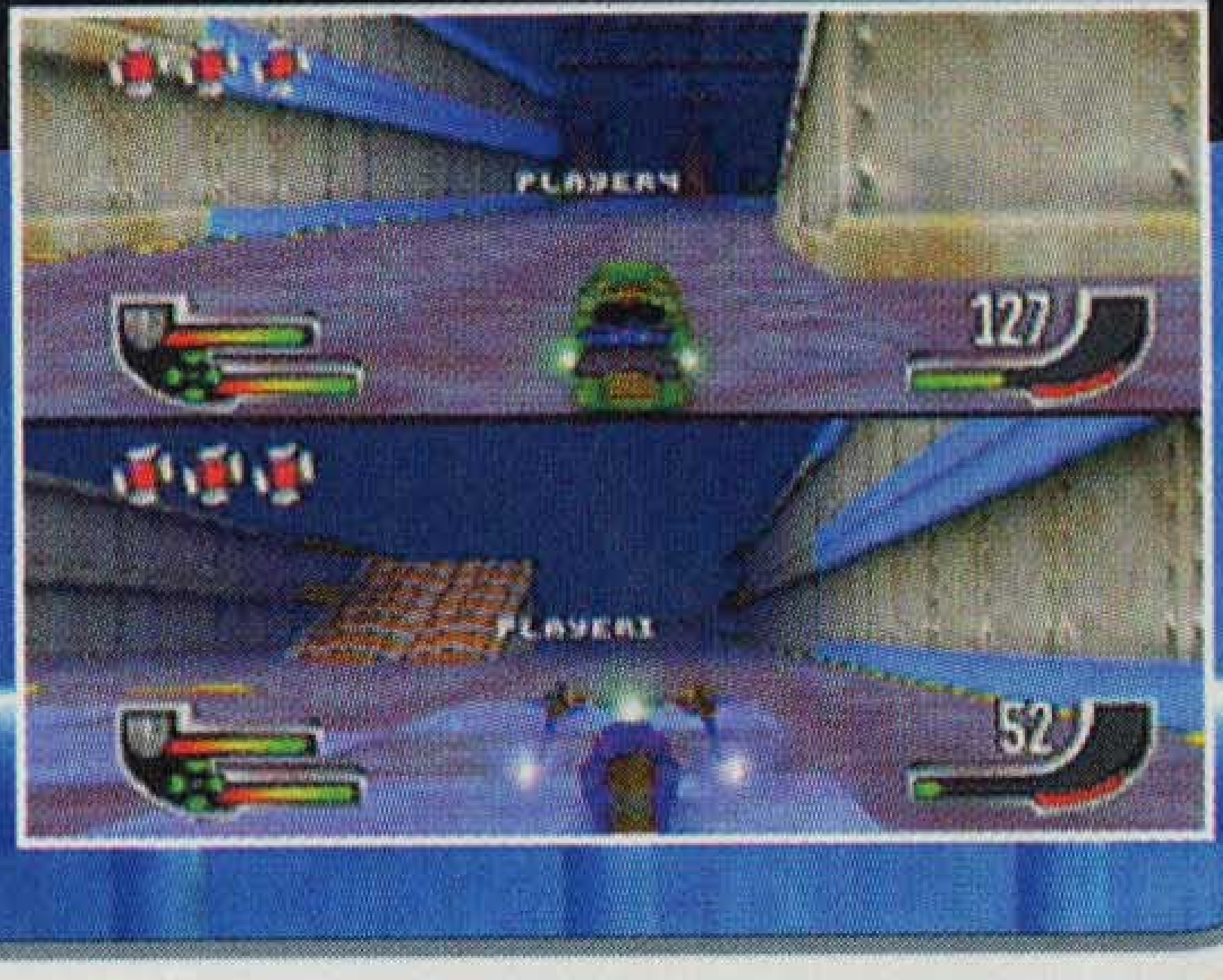


If there's three of you, one player gets half a screen. Which is a bit unfair.

COURSE: four

Three ramps make it into the final course in Battle Mode but it won't exactly require an OS map to navigate, as you start at one end and your opponent's at the other. And to get to each other you, erm, drive straight ahead. Not wildly exciting, this one.





This course is just plain dull. What's the attraction of playing in a shoebox?

many of them – 18 in all – or because they're too random, or too similar, they never quite have the impact they should. It would have been better to have a voice tell you which weapon you were picking up or, at the very least, text flashing at the bottom of the screen.

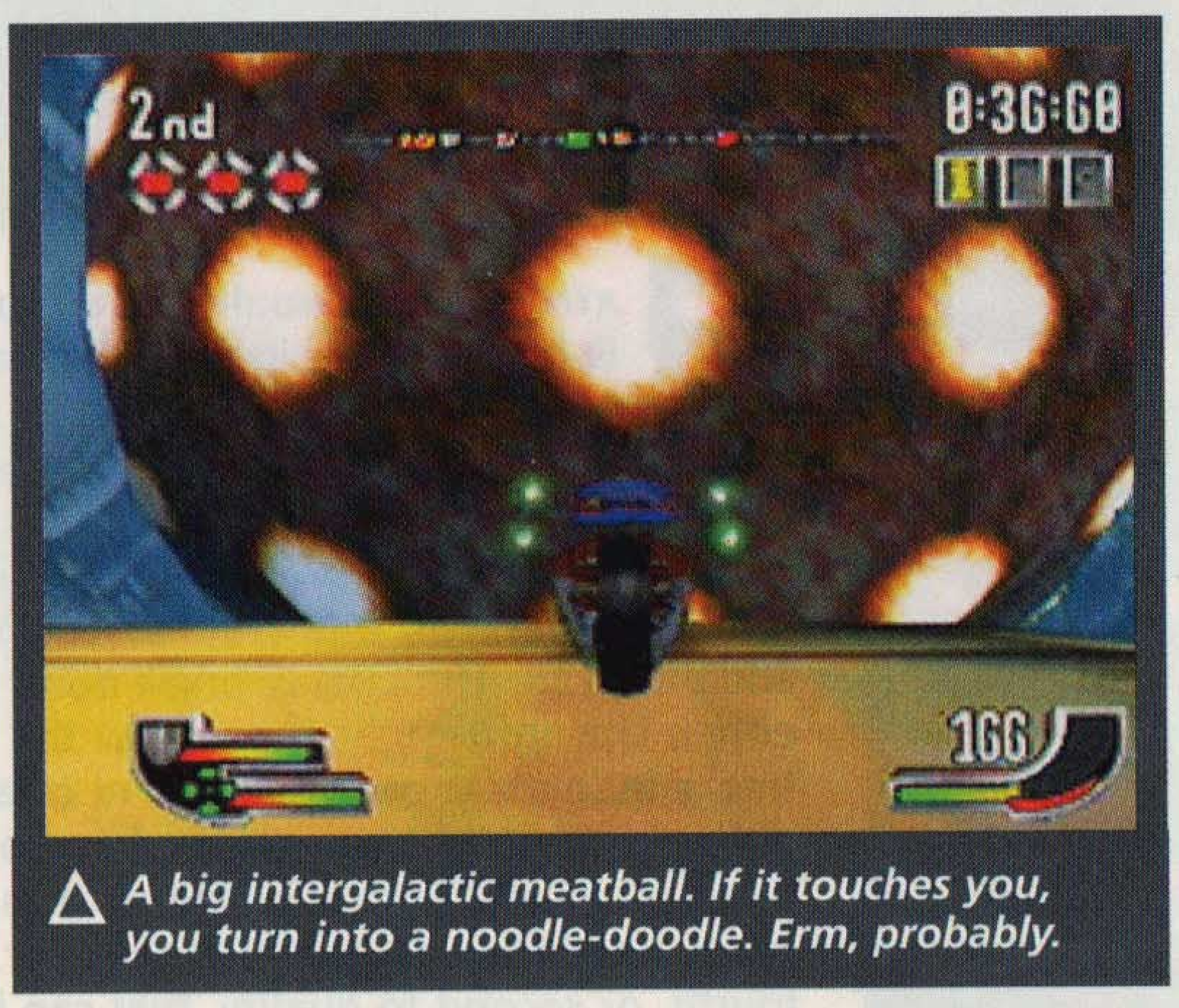
Until you really, really get to know the game you'll very rarely bother with them as, when you fire them off, you're never quite sure what they're going to do anyway. Similarly, weapons like the Mortar Rocket seem to do more damage to *you* than to your opponents, often stopping you dead in full flow. This, not unexpectedly, will result in much clenching of the buttocks.

That said, there's also a lot to be said for a game that makes you work for its prizes. This isn't a pick-up-and-play game. You can't cosily settle into a racing game that has right-angled corners and multiple corkscrews. But after a few hours, you'll quickly warm to it, eventually finding it compulsive entertainment. And anyway, at the moment, there's nothing quite like it on the N64.

But is it better than *Wipeout 2097*? Well, quite honestly, it's a different type of game. No, really. *Wipeout* is a friendlier, simpler introduction to the on-road perils of the future. It also handles quite differently, with its floaty hover-things. *Extreme G* feels solid against the track and has less swerve and more speed. And, consequently, it's certainly as good but probably not better. (Although, if they were on the same system, they'd complement each other perfectly.)

More to the point, though, this is another splendid game from Acclaim and bodes well for their next N64 title, *Forsaken*. *Extreme G* may or may not be beaten by Nintendo's *F-Zero 64* in the very near future, but, regardless, it deserves your attention, and with a little bit of playing you'll soon discover it to be a cracking ride. Wholeheartedly recommended.

TIM WEAVER



A big intergalactic meatball. If it touches you, you turn into a noodle-doodle. Erm, probably.

BOULDER DASH

Every time you complete a difficulty setting on *Extreme G*, you're given a word to input into the name screen. (Which, in case you can't find it, is accessible via the Right shoulder button at the bike selection screen). The words enable cheats which change things in-game a little. Here's some of the cheats we've found so far:

Boulder – changes your bike and all the others into boulders.

Fisheye – changes the camera view into the shape of a goldfish bowl. Which is, you know, nice.

Magnify – gives you an on-the-very-front of your bike view which makes the game seem really, really slow.

Banana – couldn't work out what this changed.

Now you try. Oh, go on. It'll be worth it.

8 VISUALS

Gorgeously inventive tracks, overly reliant on mist to disguise the pop-up.

7 SOUNDS

Wipeout 2097's 'Firestarter' instrumental replaced by dance keyboard demos.

8 MASTERY

Uses the N64 expertly for that extra speed and weighs in with smooth, super-fast scrolling scenery.

8 LIFESPAN

Spend time with this and you'll reap the dividends.

VERDICT

Despite being hyped-up to the nines, *Extreme G* easily delivers the goods, not bettering *Wipeout*, but entertaining in its own right as the majestic, imaginative and classy game it is.

87%

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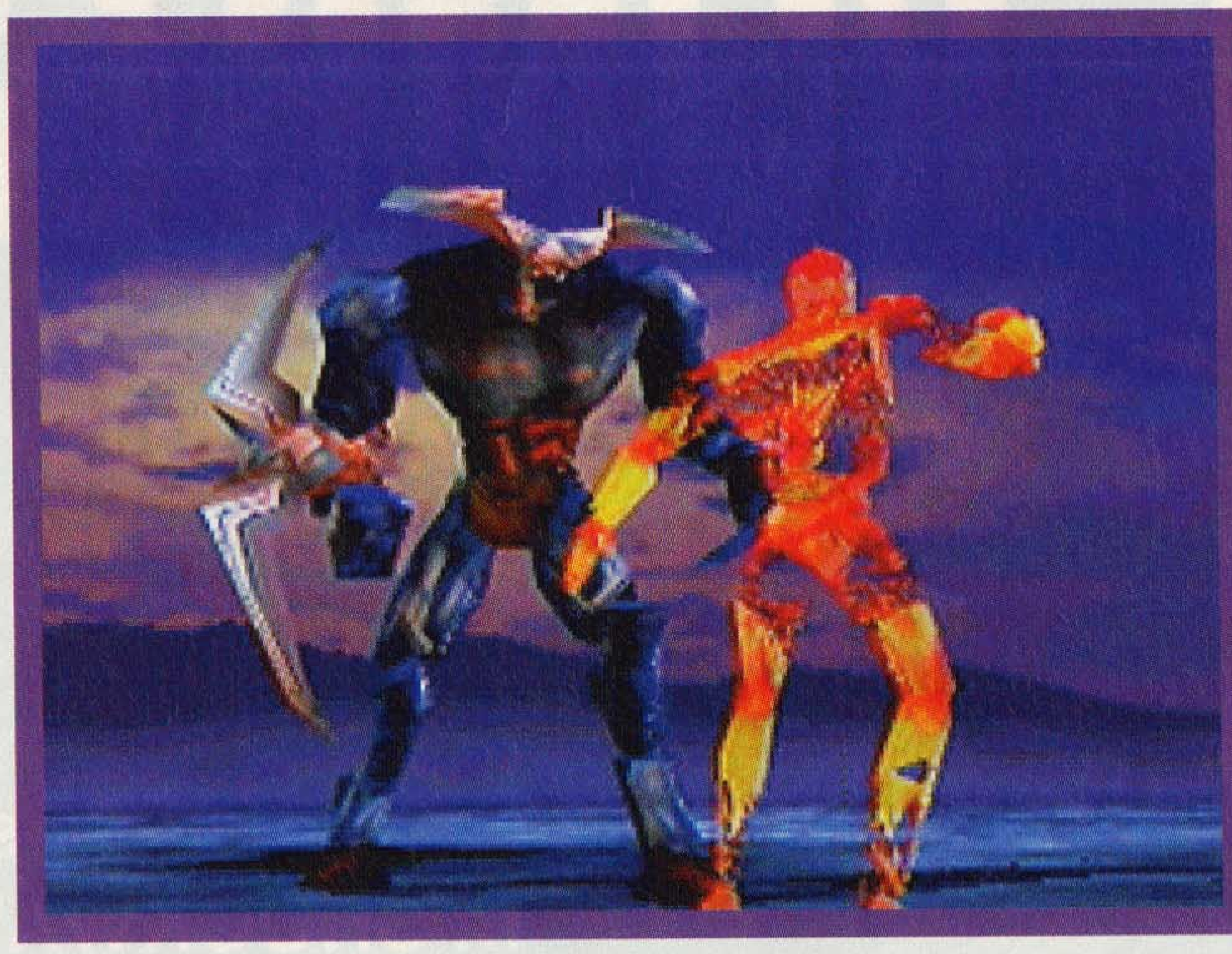
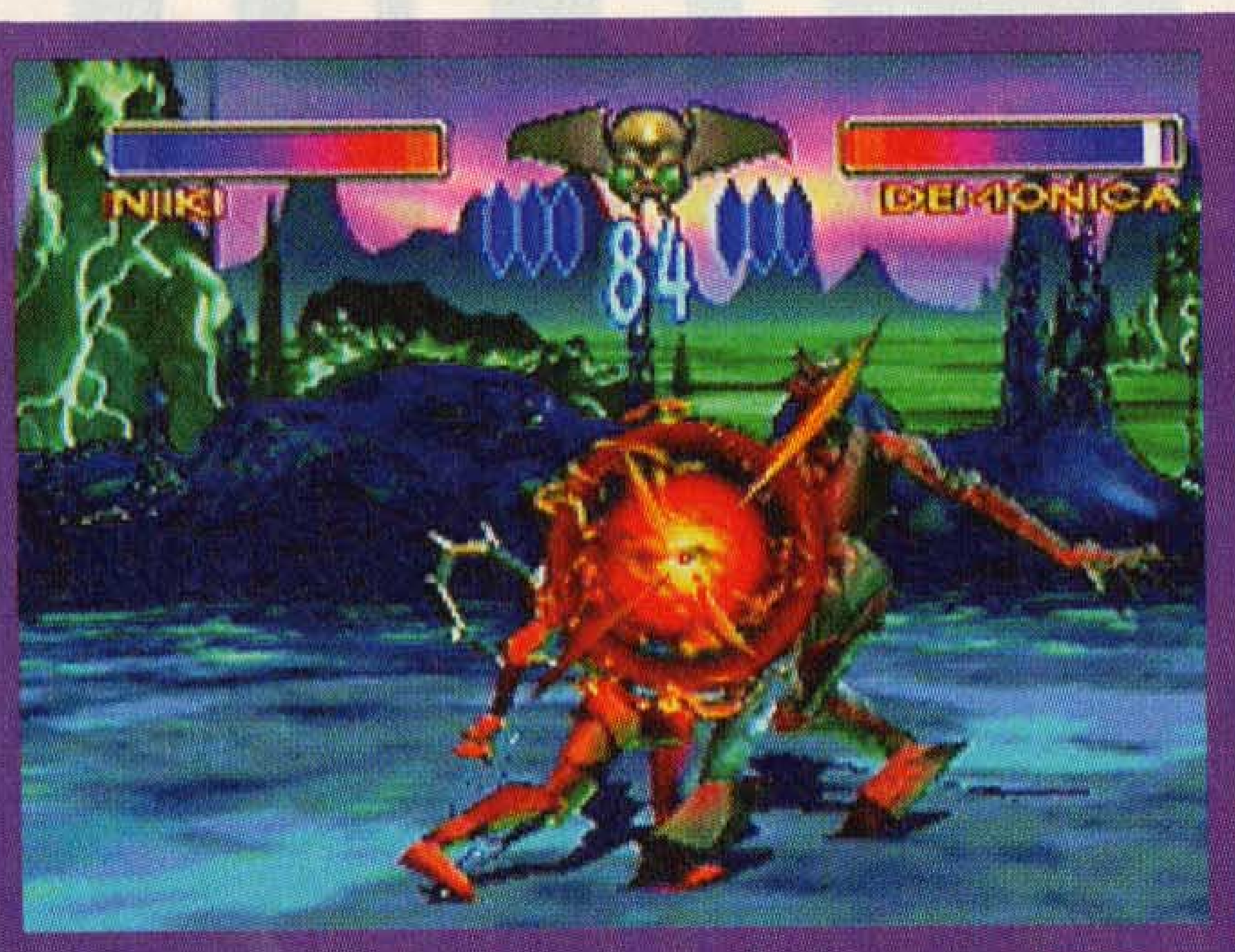
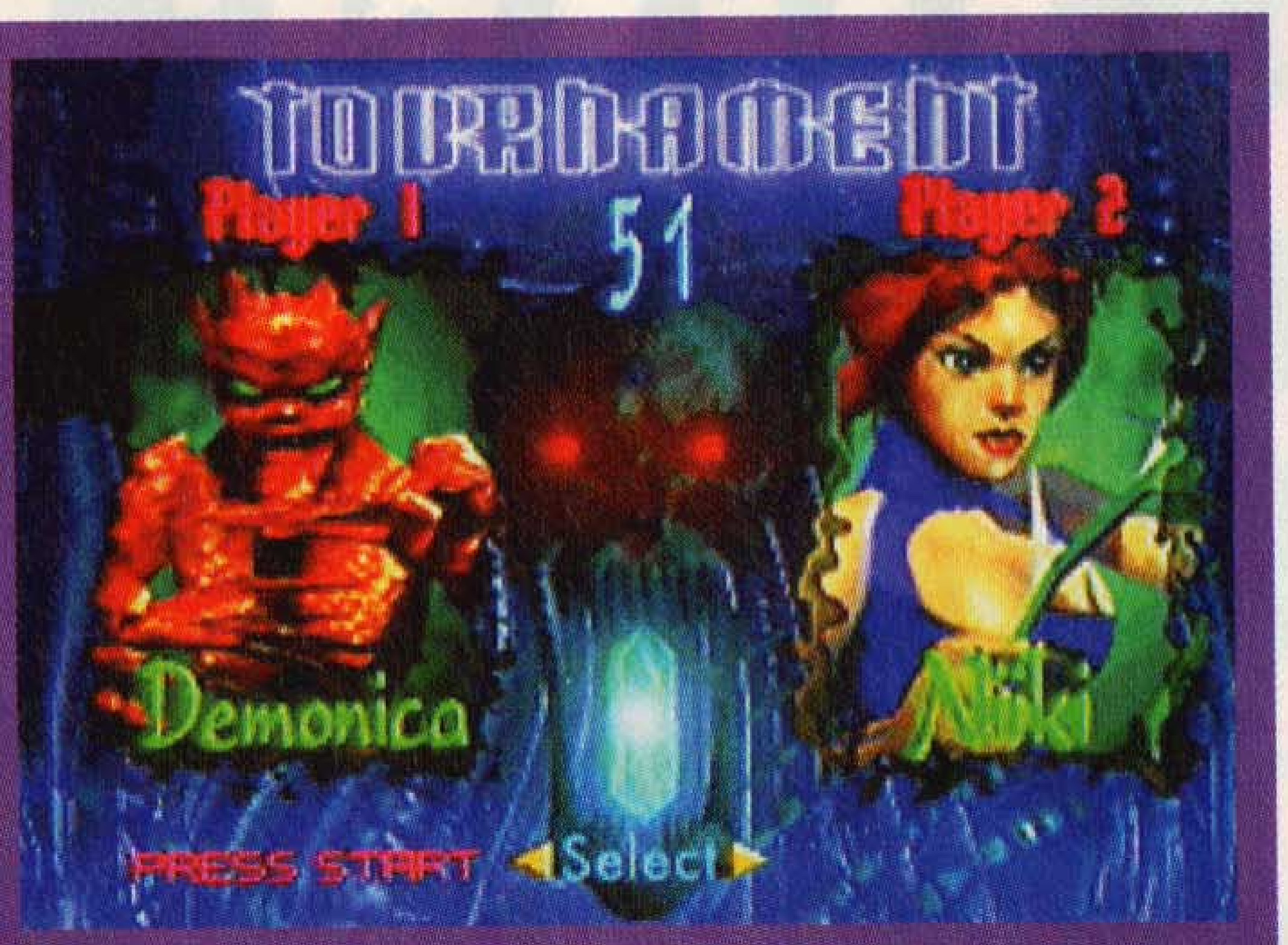
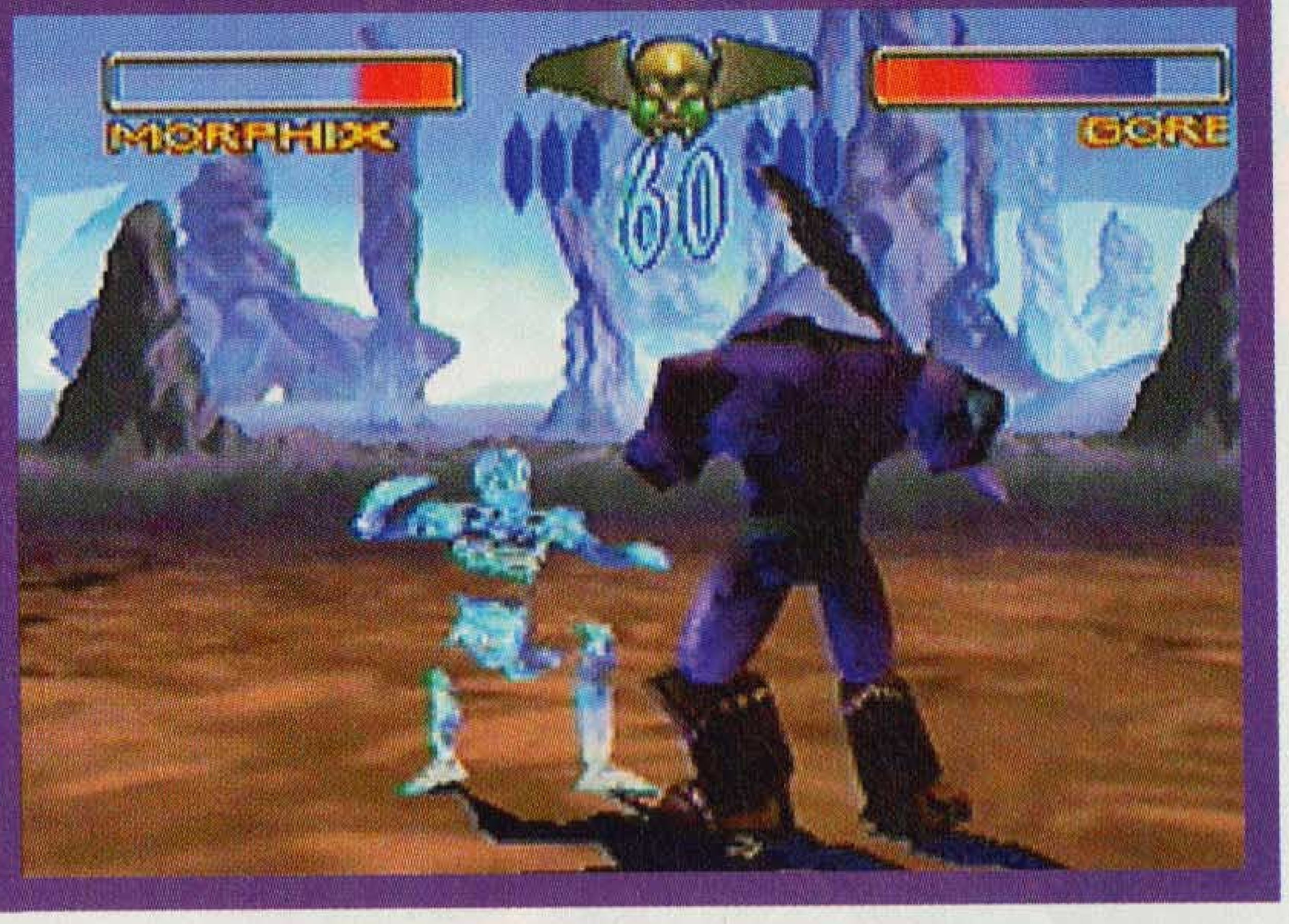






◁ Demitron and Morphix discover it's better to try to talk their differences through.

We'll have £5 on the big one. ▷



THE USUAL
If you'd like to 'be' either of *Dark Rift*'s bosses – Sonork or the enormous Demitron – press A, B, R, L, Bottom-C or Top-C on the title screen.

Dark Rift
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DARK RIFT

Towards, towards, Up-C. Left-C, Left-C. B. (Yawn)

6 VISUALS
Jolly good characters inhabiting so-so environments.

3 SOUNDS
Sorely lacking in solid weapon/limb contact noises. Just cabbage-cutting sounds instead.

5 MASTERY
Impressively smooth, but lacking the depth of a good N64 game.

4 LIFESPAN
Our import cart's gathered dust since Zy reviewed it.

VERDICT
A beat-'em-up by numbers, and one that wants to lighten up a bit.

69%

What *Dark Rift* lacks is a sense of fun. With its growling characters, oppressively dark settings and portentous organ music, it demands that you sit hunched over your N64, scowling as you dial in combos and your warrior lashes out at his adversary in response.

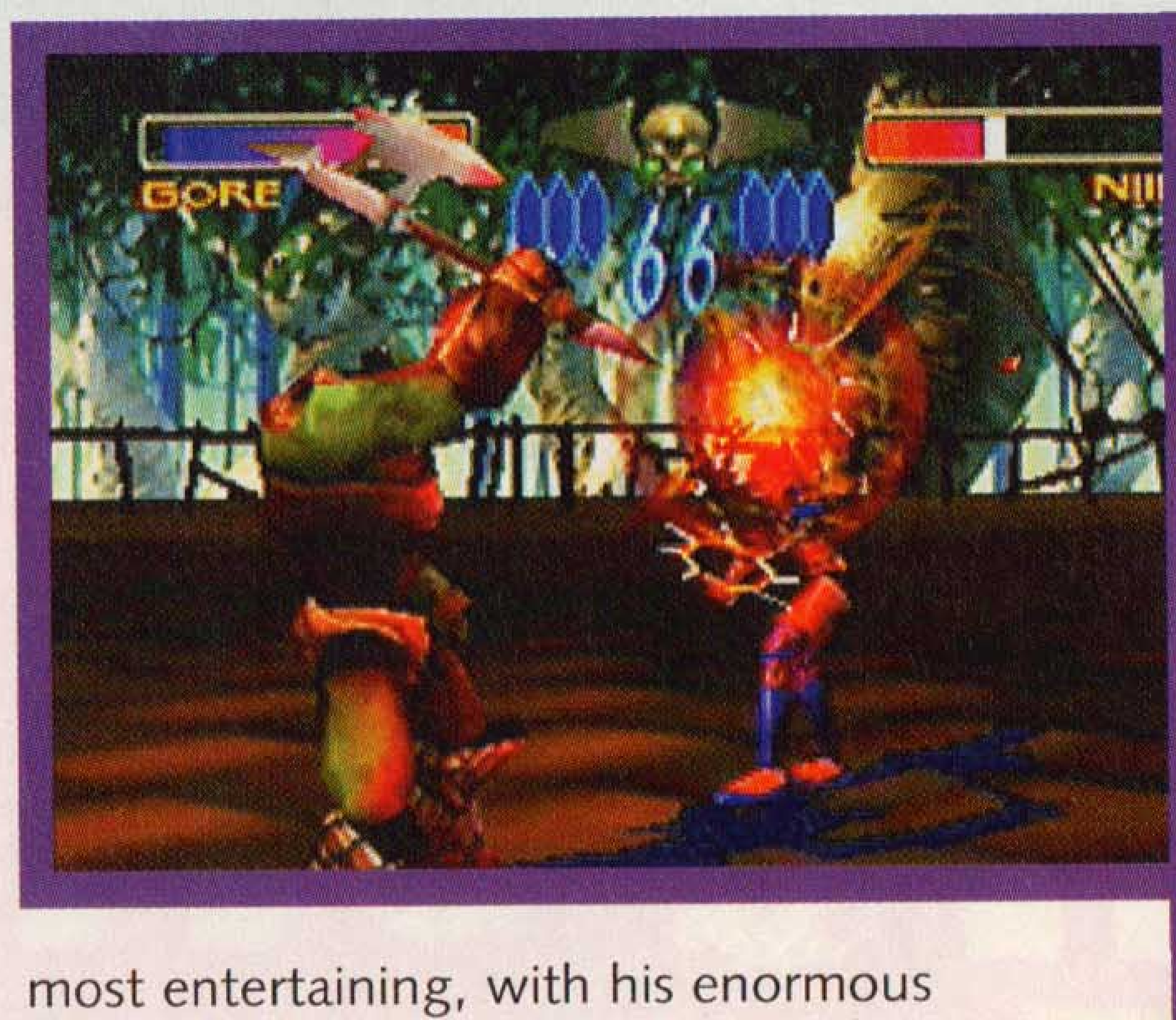
Dark Rift's graphics are, undeniably, pretty nifty. The eight mean-looking characters move swiftly and smoothly about the playing area, performing their moves suitably viciously. You'll spot the odd N64 effect at work, too, like Morphix's semi-transparency and reflections from Demonix's fireballs. This is how you'd hope an N64 beat-'em-up would look, even if the backgrounds are rather featureless and there's no interact-with-able scenery.

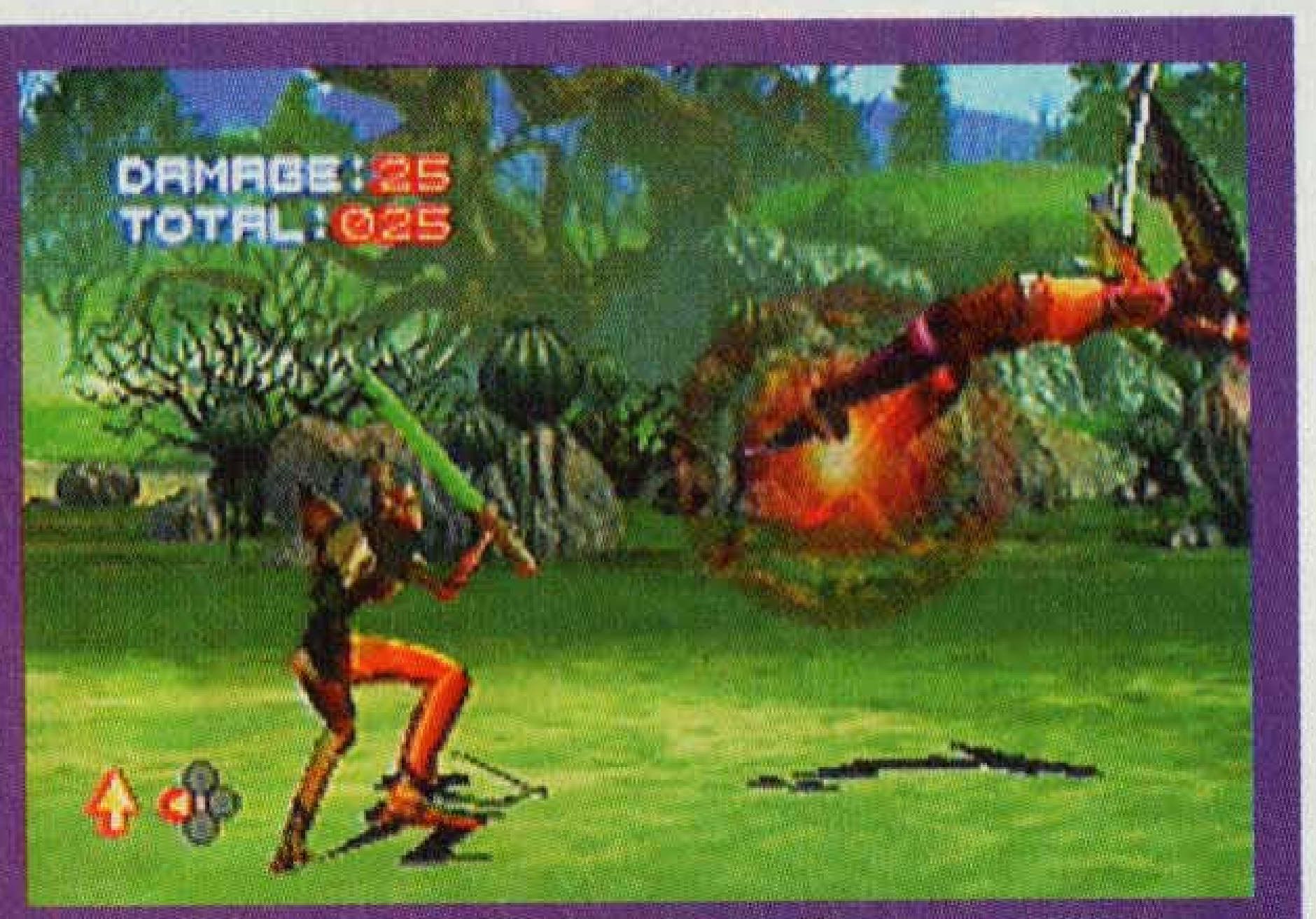
But – but – there's something uninvolving about the way the controls operate. You think: "Right, I'll do one of those slash-followed-by-two-kicks combos now," and you press the necessary buttons and your character does the moves and then settles back to his rest position. There's no spontaneity. Try to do a series of moves that haven't been programmed as one of your character's combos and there'll merely be an embarrassing, does-not-compute pause.

And, well, it's difficult to find a character to root for. Aaron is perhaps the most entertaining, with his enormous dagger-cum-gun. And Zenmuron has a pleasingly swishy sword. There's the odd impressive move, too, like Demonica's face-eating attack. But they're such a po-faced lot, posturing like fashion models. Apart from a couple of specials each, their moves are all basically the same, and once you've spent a few minutes taking each one through his motions there's very little incentive to stick with him. Much listless flicking through the character select screen generally ensues.

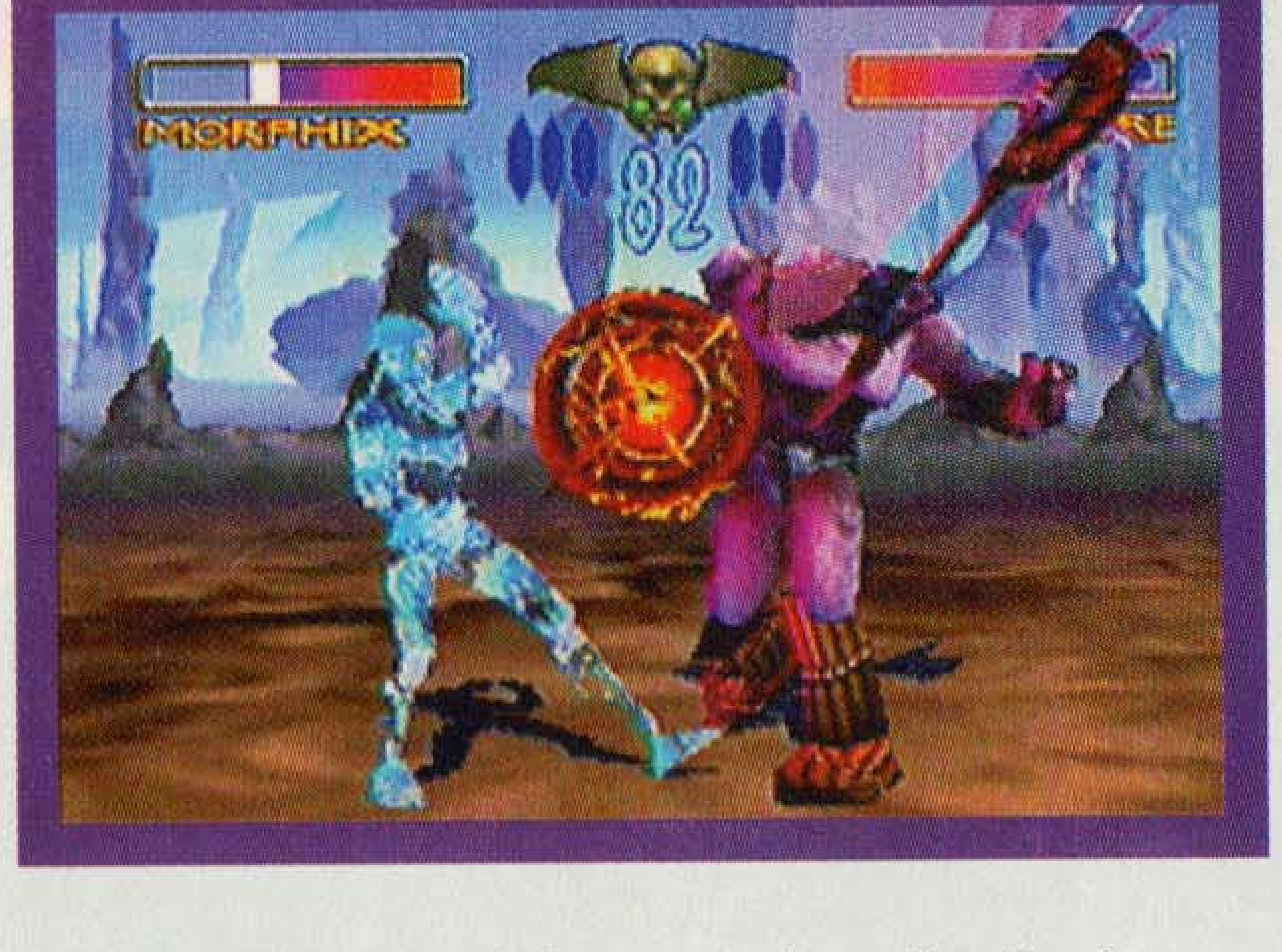
For a couple of months *Dark Rift* was the best of an indifferent bunch of imported N64 beat-'em-ups, and the best bet for anyone looking for a proper 3D beat-'em-up in place of *KI Gold*. But it's since been pushed aside by the slightly more impressive *Mace*, and as that's due out in the UK in December it's hard to make a case for buying *Dark Rift* now. I hereby deduct two percentage points from Zy's score in **N64**/5.

JONATHAN DAVIES





Rather than blood, or spittle, there's a small explosion whenever you hit anyone. Like this, look. ▽



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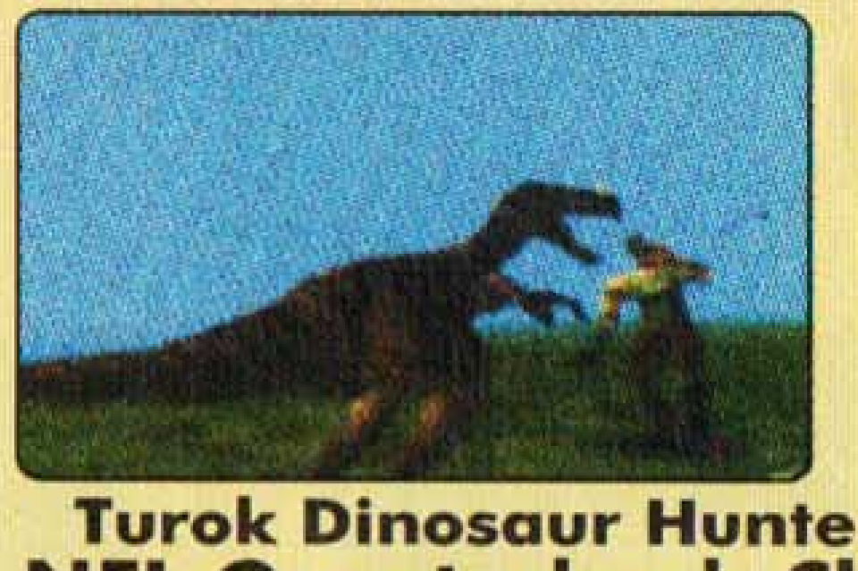
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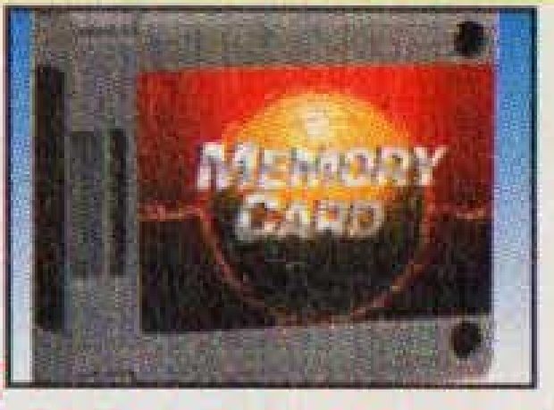

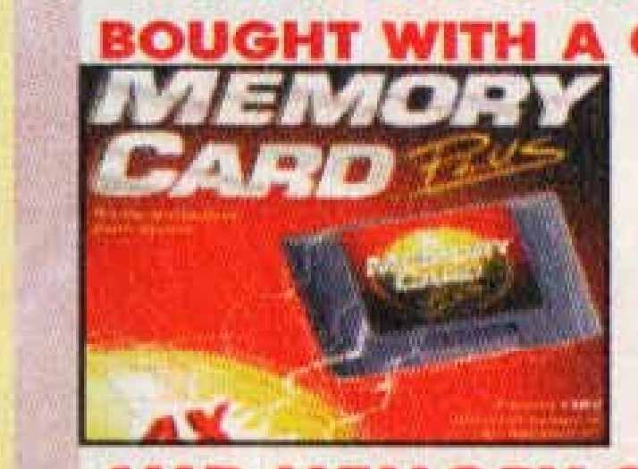

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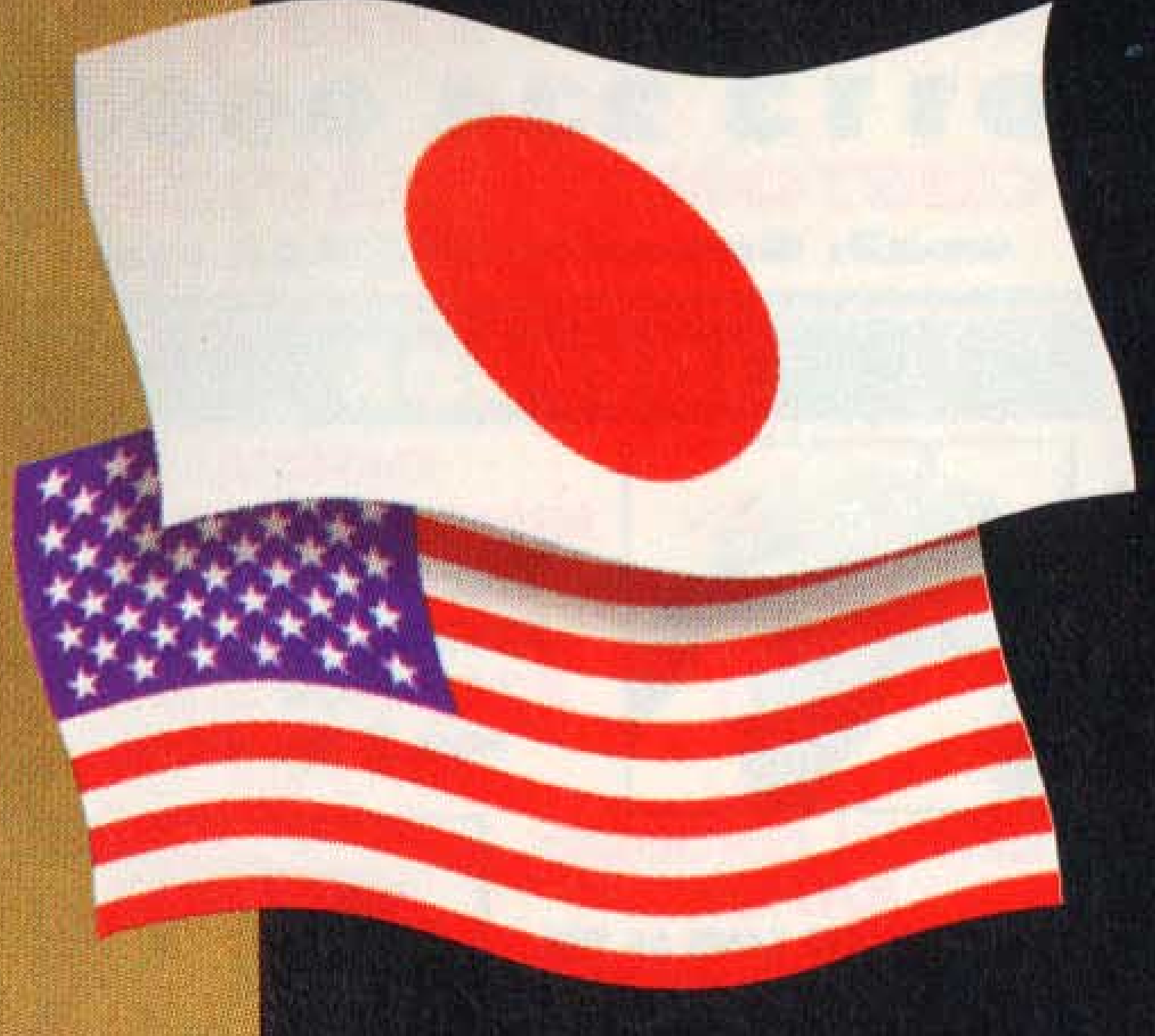
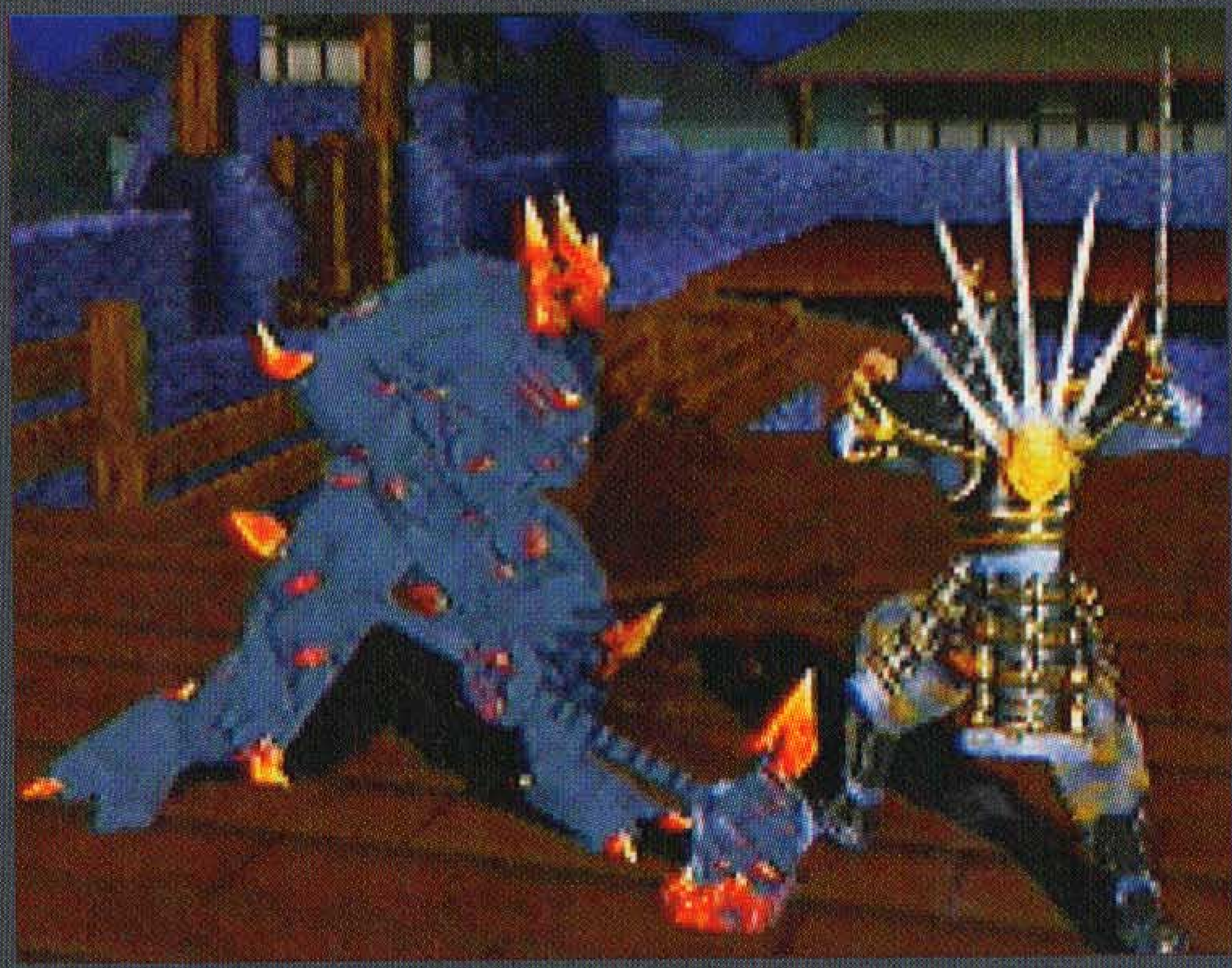
Prices correct at time of going to press. E & OE.

F64(12)



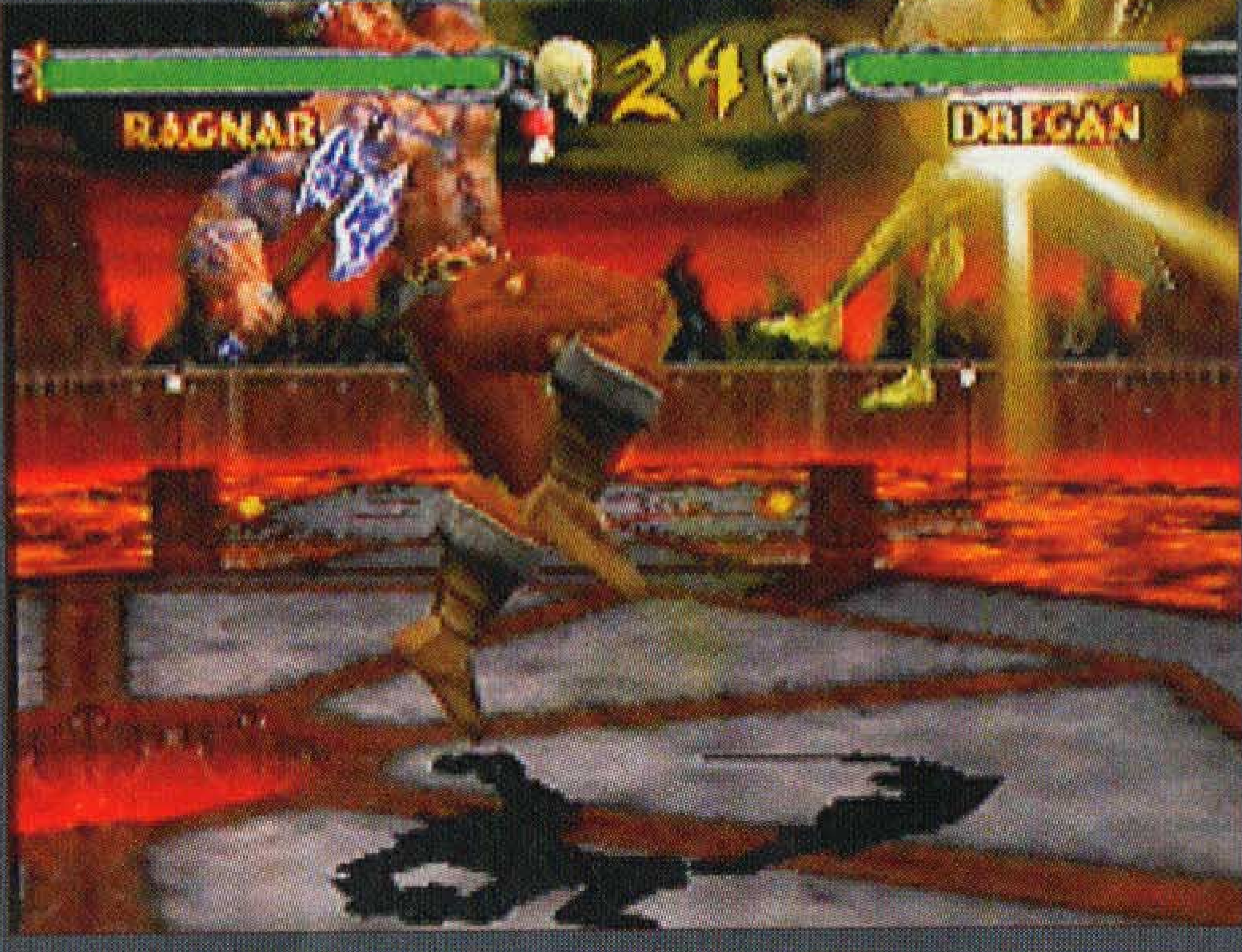
From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

IMPORT ARENA

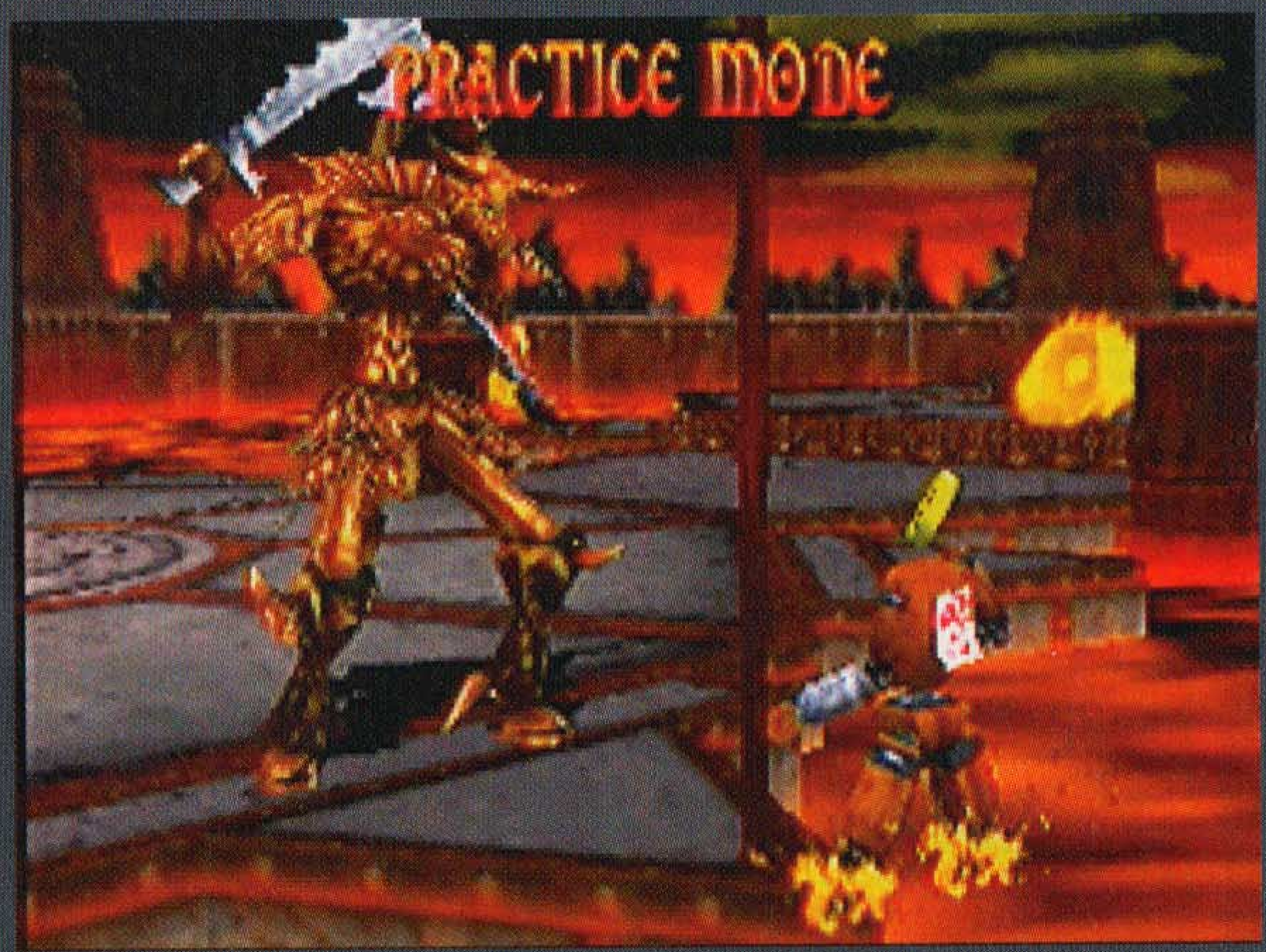


◁ "Hey, nice armour." "Thanks. Nice scaly hide." "Well, it does the job." "Right."

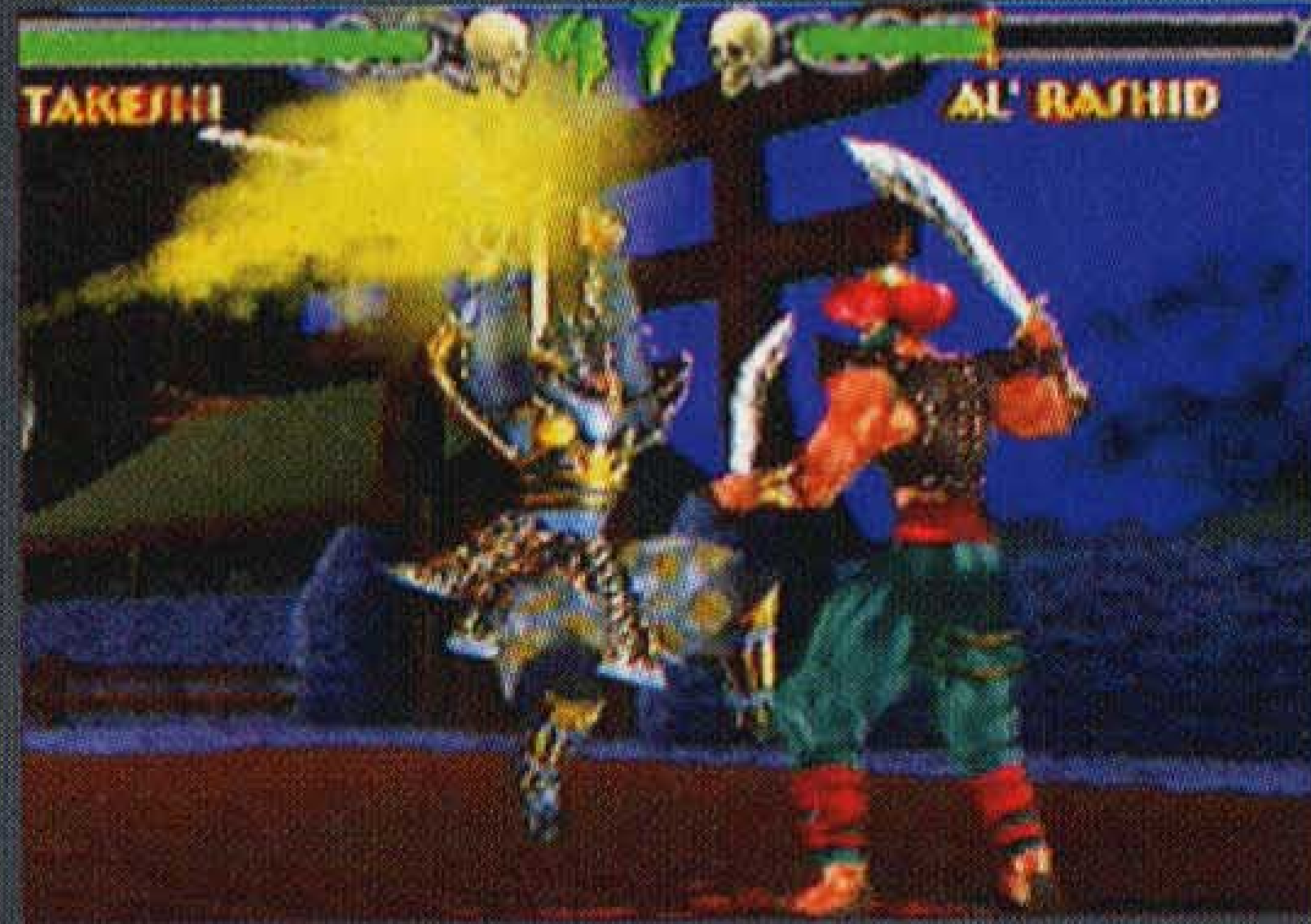
Burly Norsemen, despite their threatening appearance, are really quite sensitive. ▷


RAGNAR
24
DREGAN

MAC
THE DAR

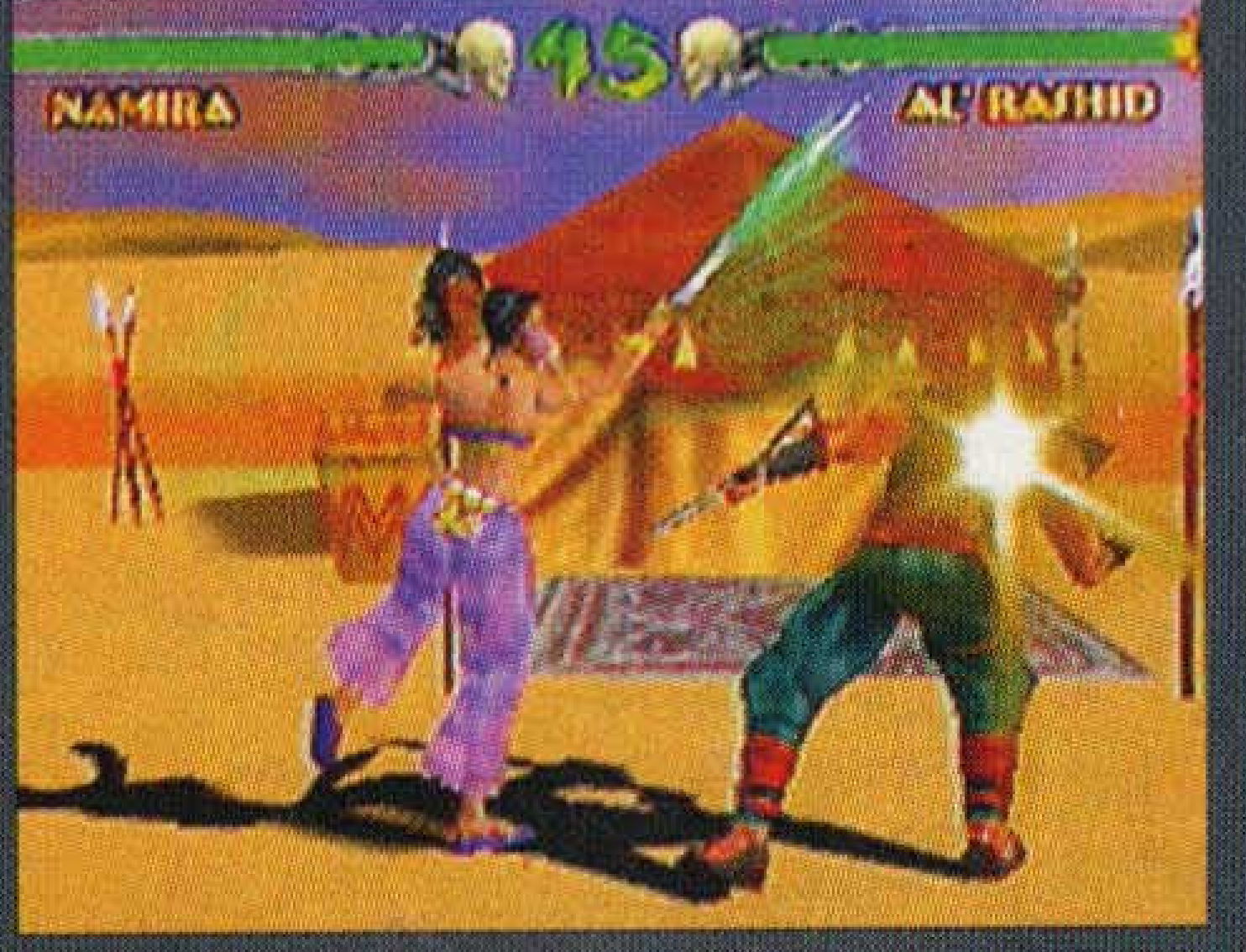

PRACTICE MODE

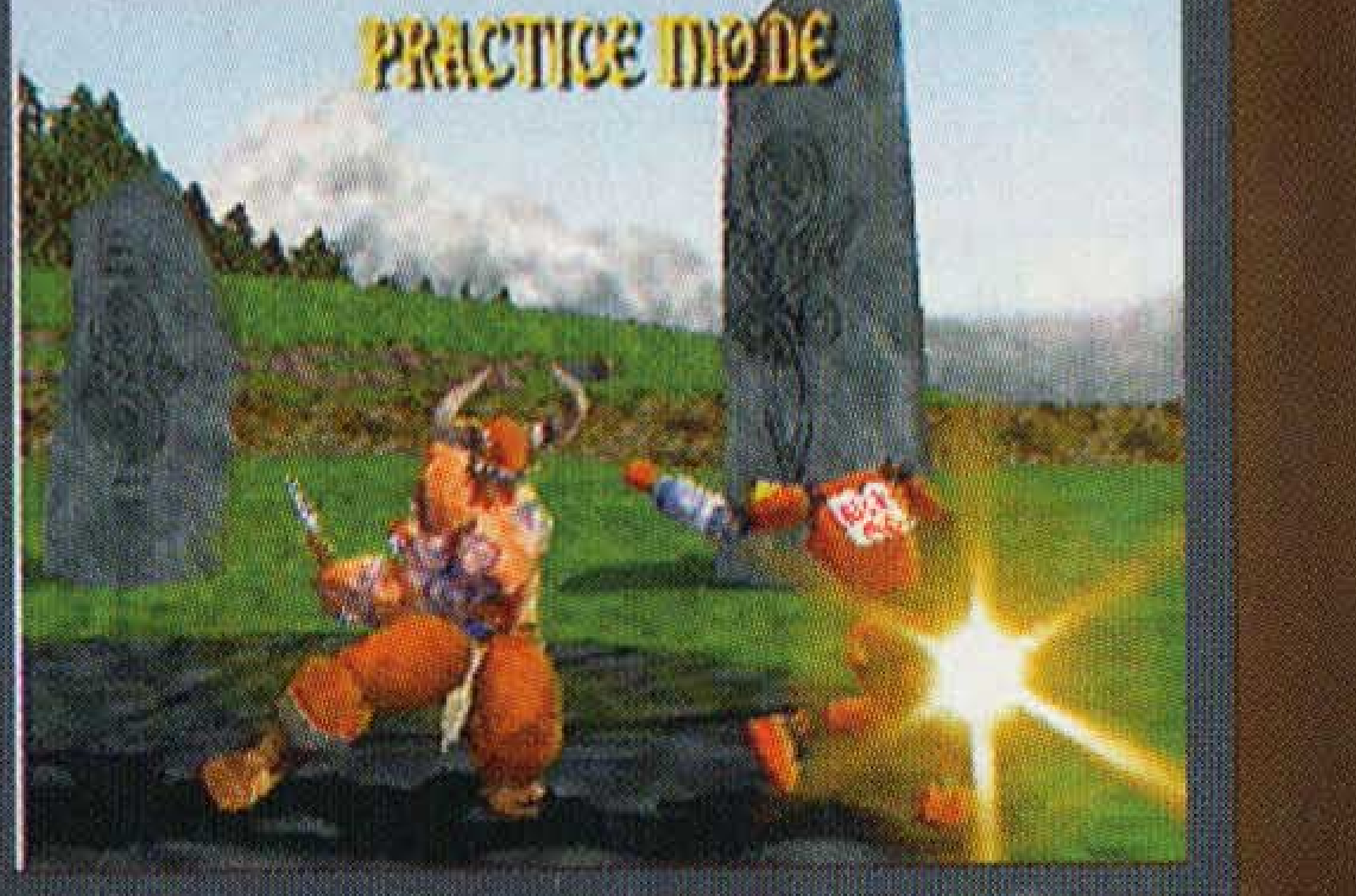
What's this? A decent N64 fighting game? A-Mace-ing! (Er, sorry.)


TAKESHI
AL' RASHID

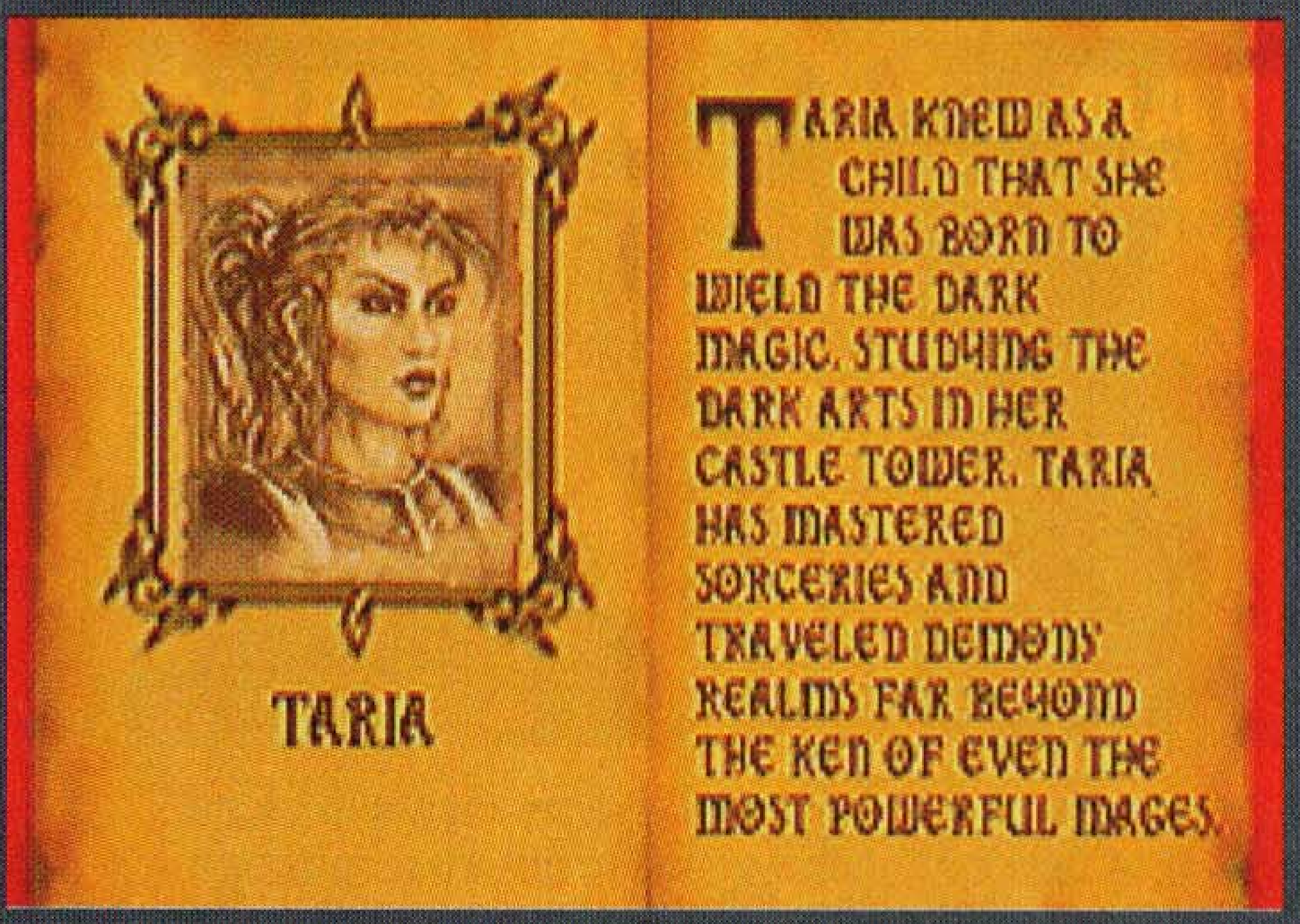
△ The chap in the lava is called Spanky. Which must be embarrassing.

◁ Playing with fire/fingers burnt. Silly boy.


NAMIRA
AL' RASHID


PRACTICE MODE

Boring text replaces any potentially exciting intros. Which is a shame.



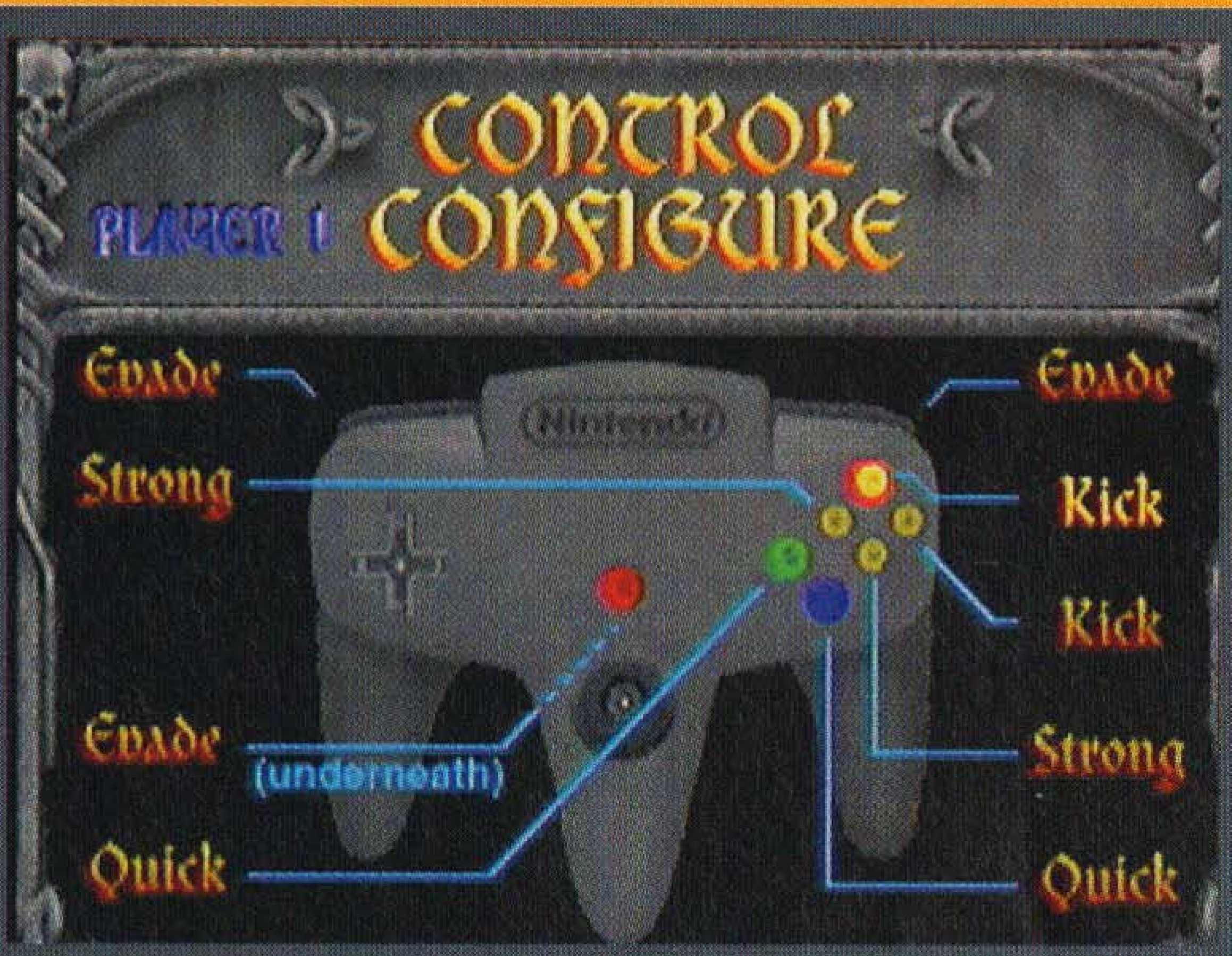
TARIA

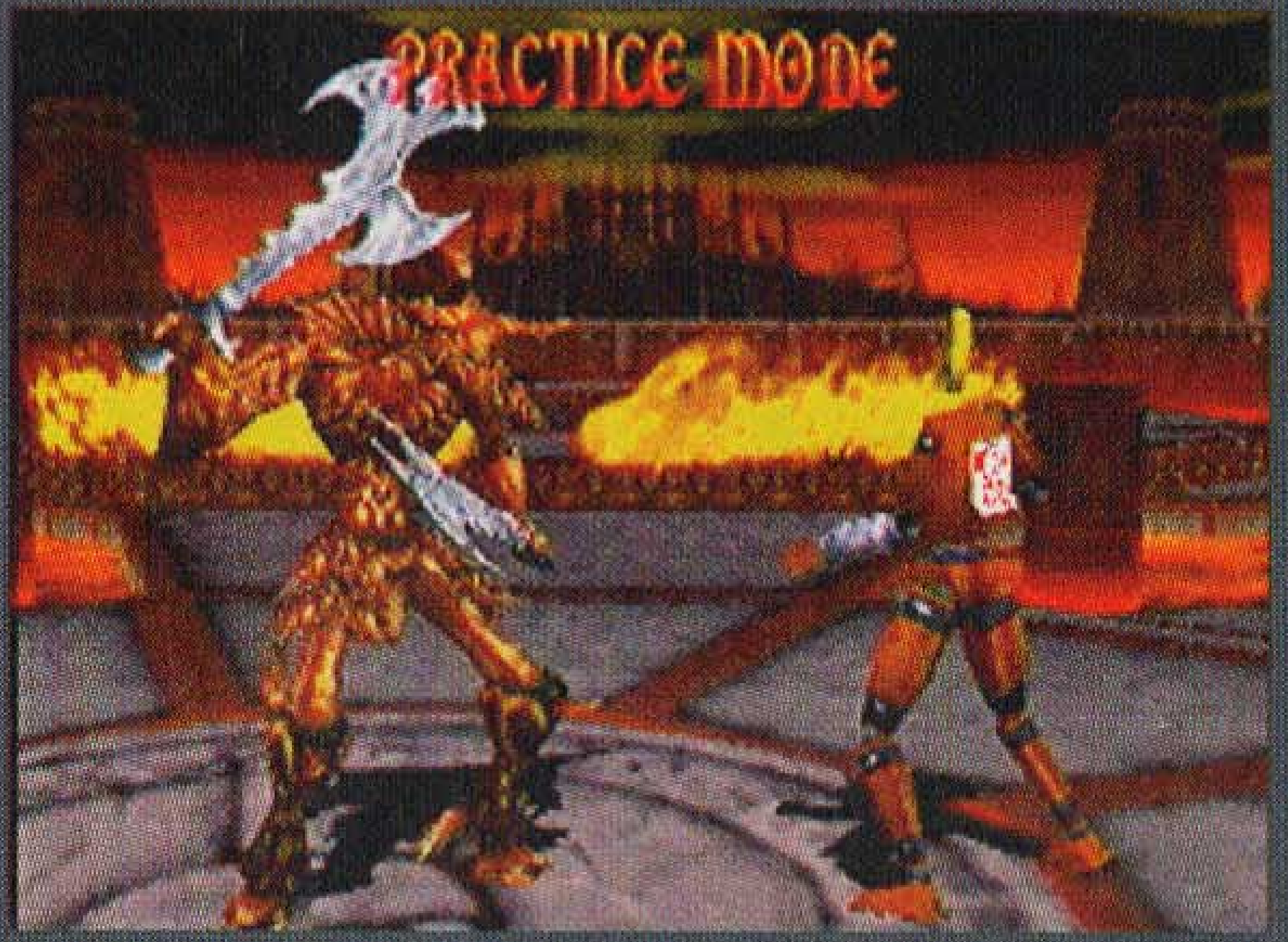
TARIA KNEW AS A CHILD THAT SHE WAS BORN TO WIELD THE DARK MAGIC. STUDYING THE DARK ARTS IN HER CASTLE TOWER, TARIA HAS MASTERED SORCERIES AND TRAVELED DEMONS' REALMS FAR BEYOND THE KEN OF EVEN THE MOST POWERFUL MAGES.

CONTROL GOAL

The control set-up that Mace: The Dark Age employs is a combination of systems filched from other beat-'em-ups, but is one that's surprisingly flexible and effective. Button-wise, the pad is divided into Quick, Strong and Kick moves, with the 3D sidestep catered for via the L and R buttons. Directional commands are operated from the D-pad, although the whole shebang can be customised for those mad enough to use the analogue stick (with L evade correspondingly moved to the Z-trigger).

It's worth playing around with the set-up in Practice mode (beating on a poor mannequin called 'Spanky') to see what goodies you can come up with. Old favourites that usually glean some results include combining Quick/Strong/Kick taps with a half/quarter circle on the D-pad, or some such directional complication (try other combinations too – eg, Forward, Back, Forward, or simply holding Back momentarily, hitting Forward and tapping a button). Button-only moves are in proliferation too, so fiddle around with mixing 'n' matching various Strong/Quick/Kick taps (some of these also require the holding of a button for a second or two).

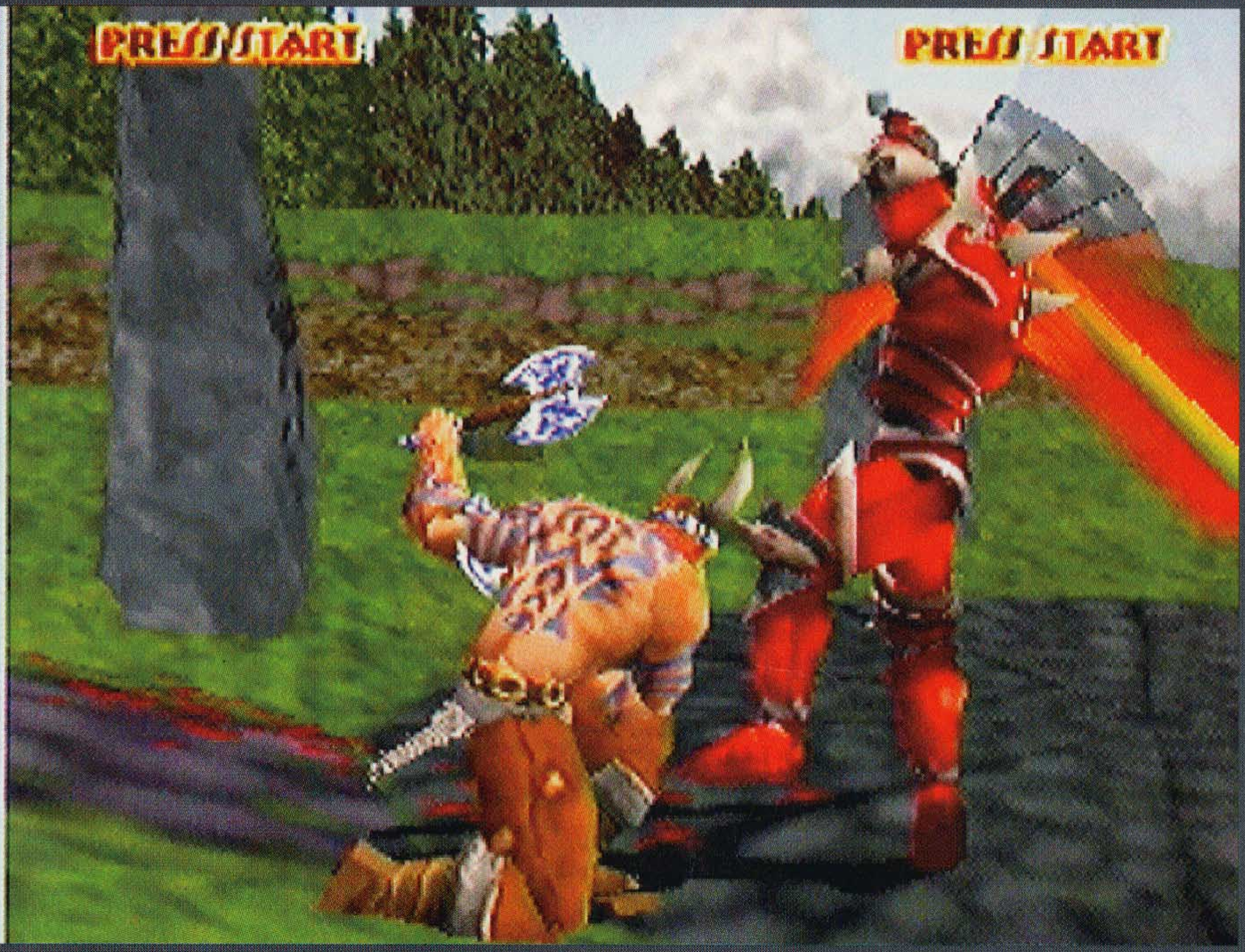

CONTROL CONFIGURE
PLAYER 1
Evade
Strong
Evade
(underneath)
Quick
Nintendo
Evade
Kick
Kick
Strong
Quick

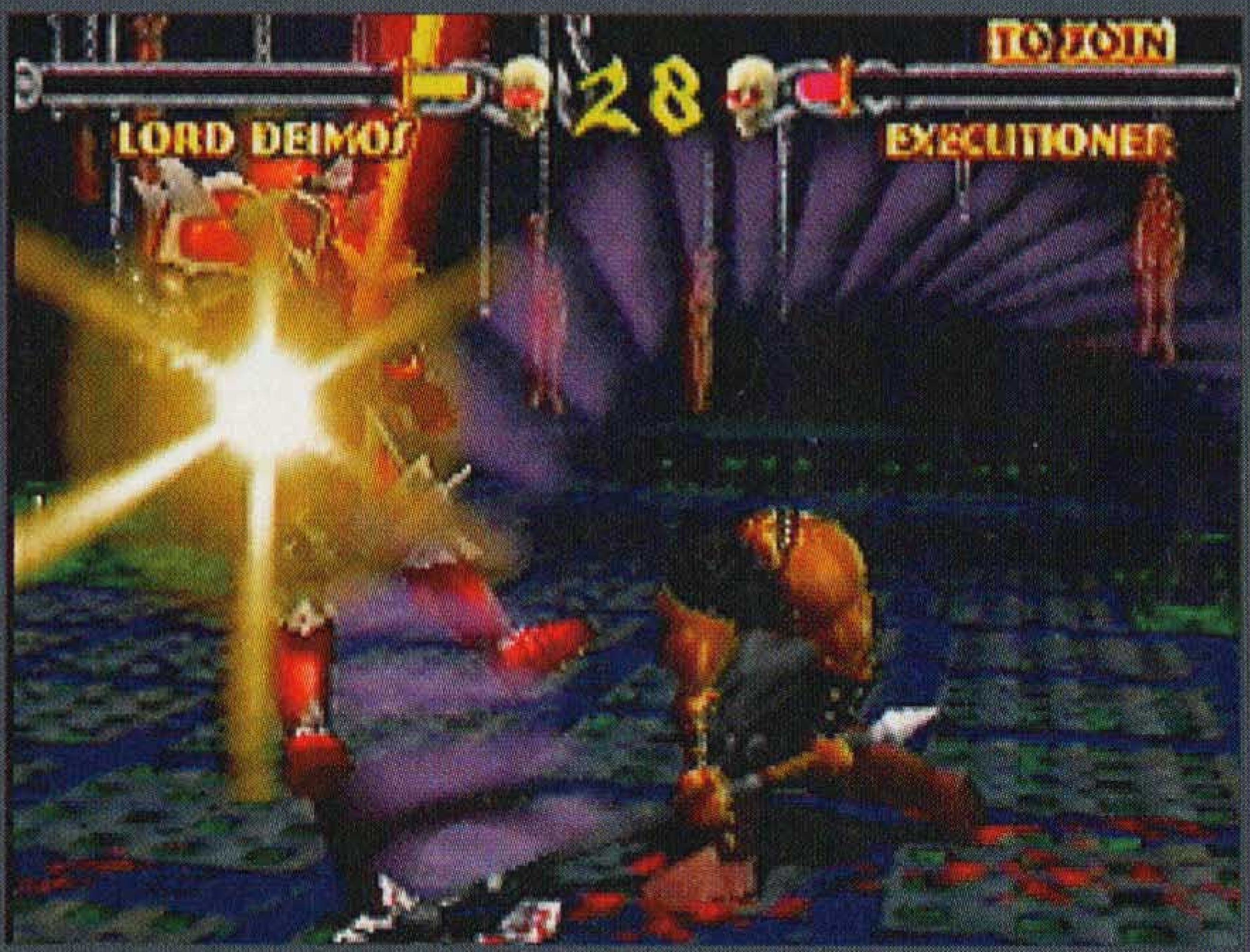

PRACTICE MODE

E

K AGES

Mace: The Dark Ages			
ATARI/MIDWAY			
🇺🇸 Out now	64M		1-2
🇬🇧 TBA	~~Controller Pak~~	Cartridge back-up	~~Rumble Pak~~
$70 (about £45)			


PRESS START
PRESS START


TO JOIN
28
LORD DEIMOS
EXECUTIONER

△ *Fighting is, yes, a good thing. Especially when you've got a sodding great axe.*

◁ *Tying up your shoelace in the midst of a 'rumble' could be construed as, well, a bit silly.*

LORD DEIMOS
46
NAMIRA

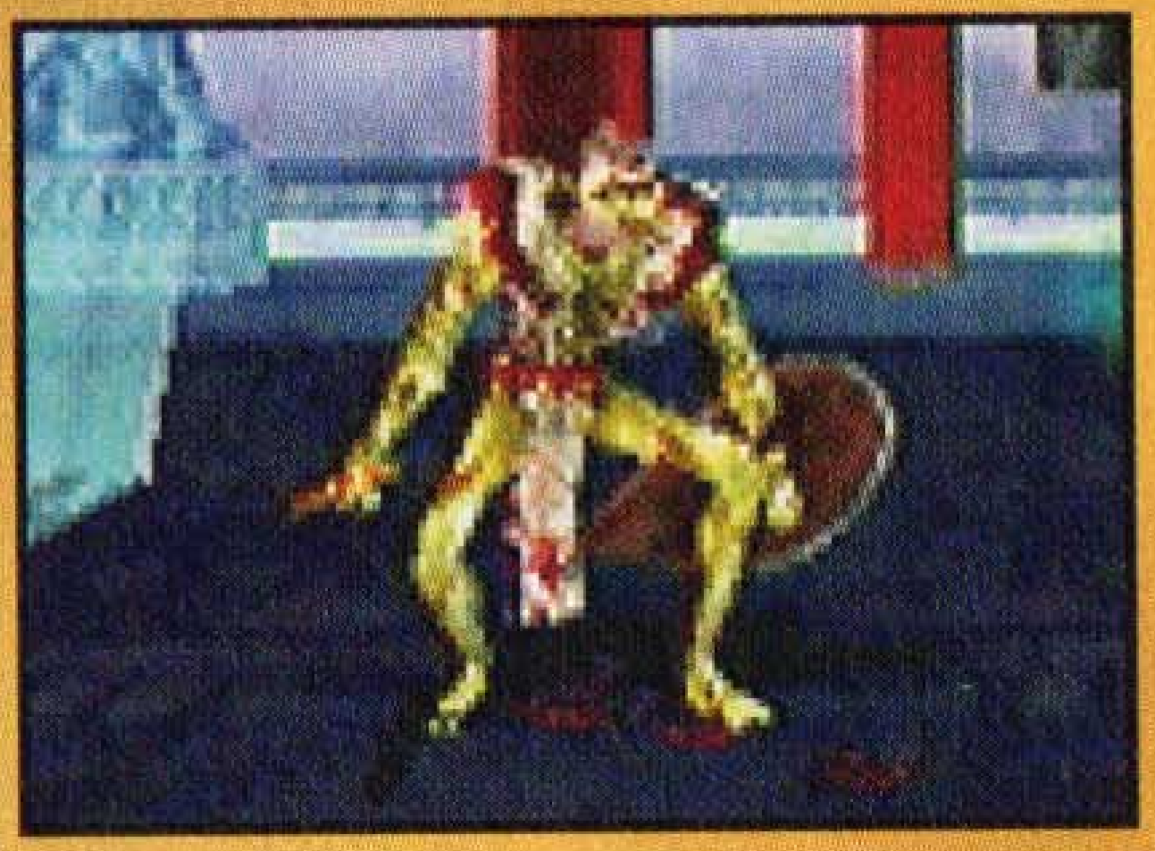
GO! GO! ▷

IMITATION/ FLATTERY INTERFACE

Anyone seen F.F. Coppola's "Bram Stoker's Dracula"? Well, we have too, and blow us if Lord Deimos' Lava Suit isn't a dead ringer for Vlad Tepes' Dragon Armour. (Anyone with a passing interest in Warhammer Fantasy Battle will also note the Chaos Warrior similarity.) Still, all the best games filch the best elements from films, and *Mace*'s character design is no exception. Ragnar, although a Norse warrior, boasts the Woad and tattoo designs seen in Mel Gibson's epic Braveheart; Takeshi is straight out of Kurosawa's The Seventh Samurai; Al Rashid is from the Harryhausen stop-motion Sinbad films; and Mordos Kull can be seen in any fantasy film ever. Well, at least they left the 'Knights Who Say Nee' out. Thankfully.

THE N64 MOVES OF CHOICE

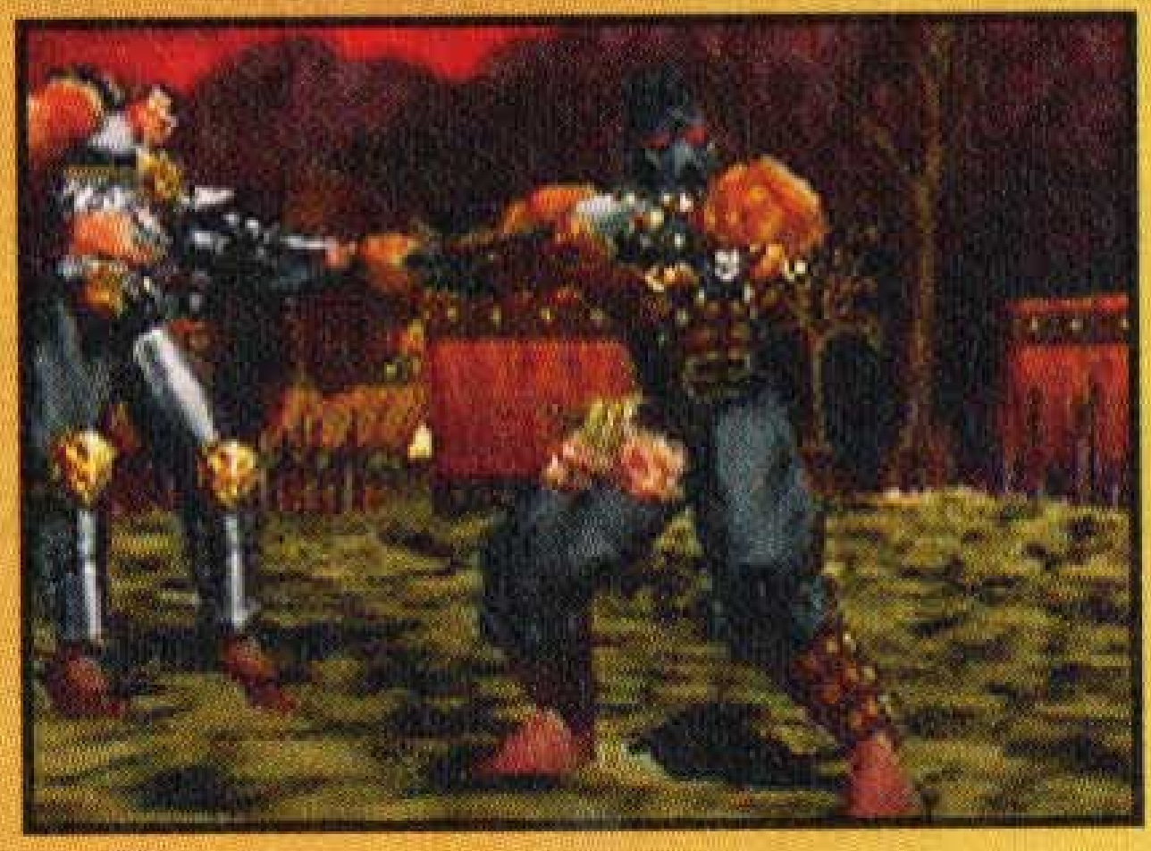
DREGAN



A crepuscular revenant fighting to regain his soul (obviously), Dregan's actually quite quick and fun to use, if a little lightweight. And his arm falls off during his 'Victory' screen. Lucky his shoes are slip ons.

Dregan's Skullfire
A natty little move that engulfs your opponent in undead halitosis. Simply tap Back, Down, Forward and Strong.

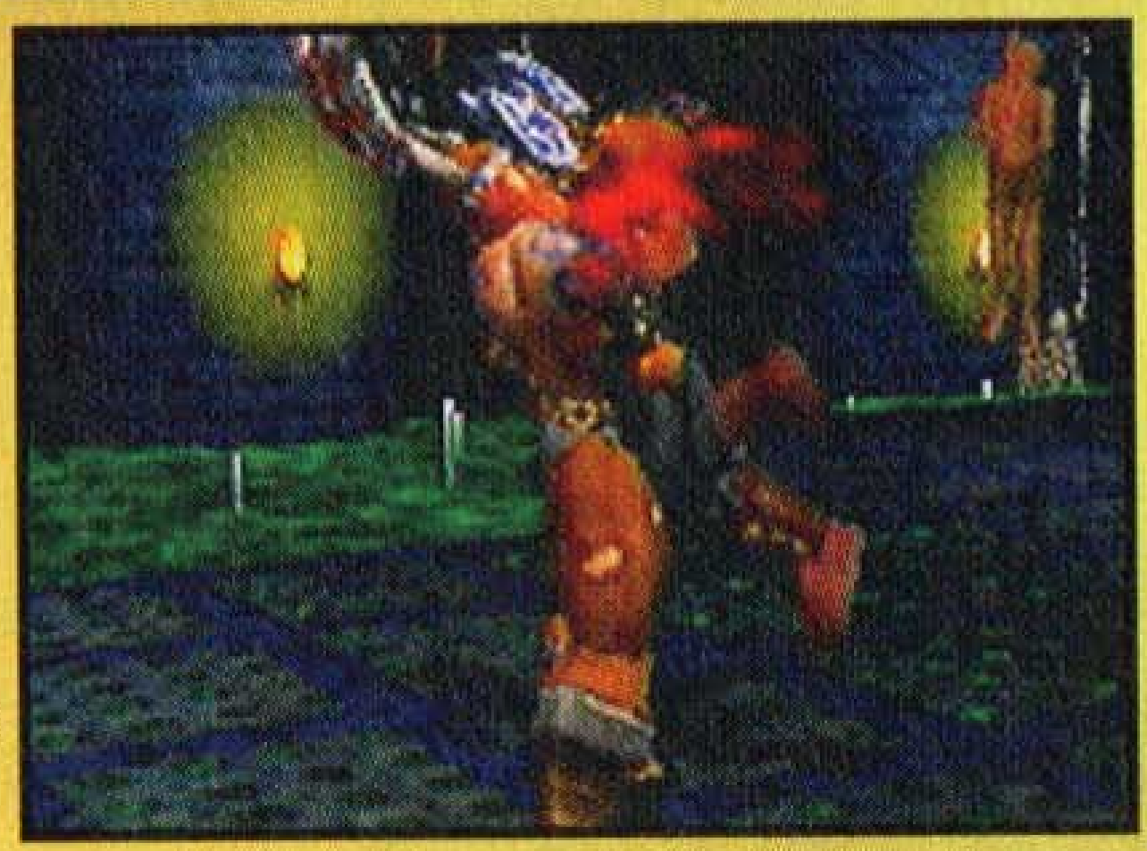
EXECUTIONER



One of THE characters to get intimate with; fast and strong, with a whacking great axe to boot. A firm favourite.

Executioner's Hookswing
Fantastic – swing that axe towards your enemy, lifting them off the ground and into the air. Painful.

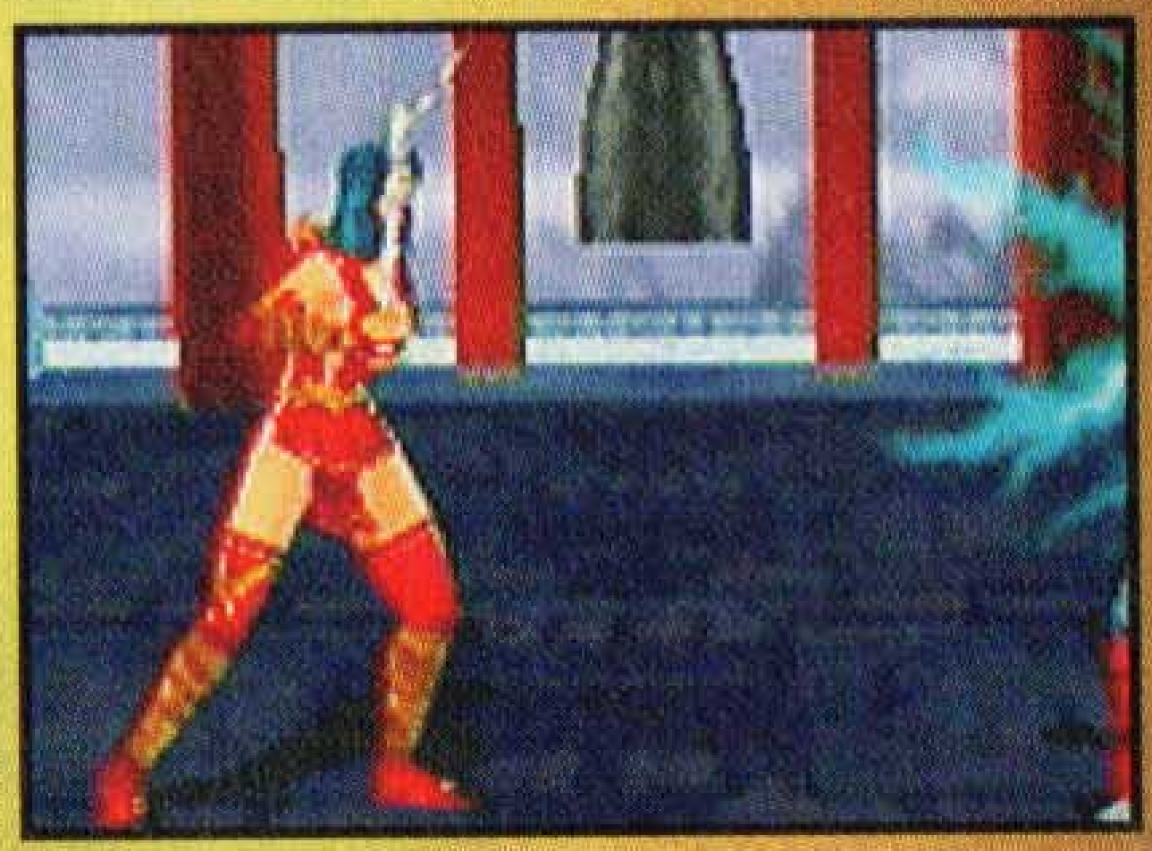
RAGNAR



Slow, because – yes – he's big, as states the immutable law of beat-'em-ups. But if you can get in close enough, he's got a range of devastating attacks that are very nice indeed.

Ragnar's Bearhug
One of the most visceral and brutal moves in the game. Get in close, double tap Forward and press Strong. Bone splinters; we shudder.

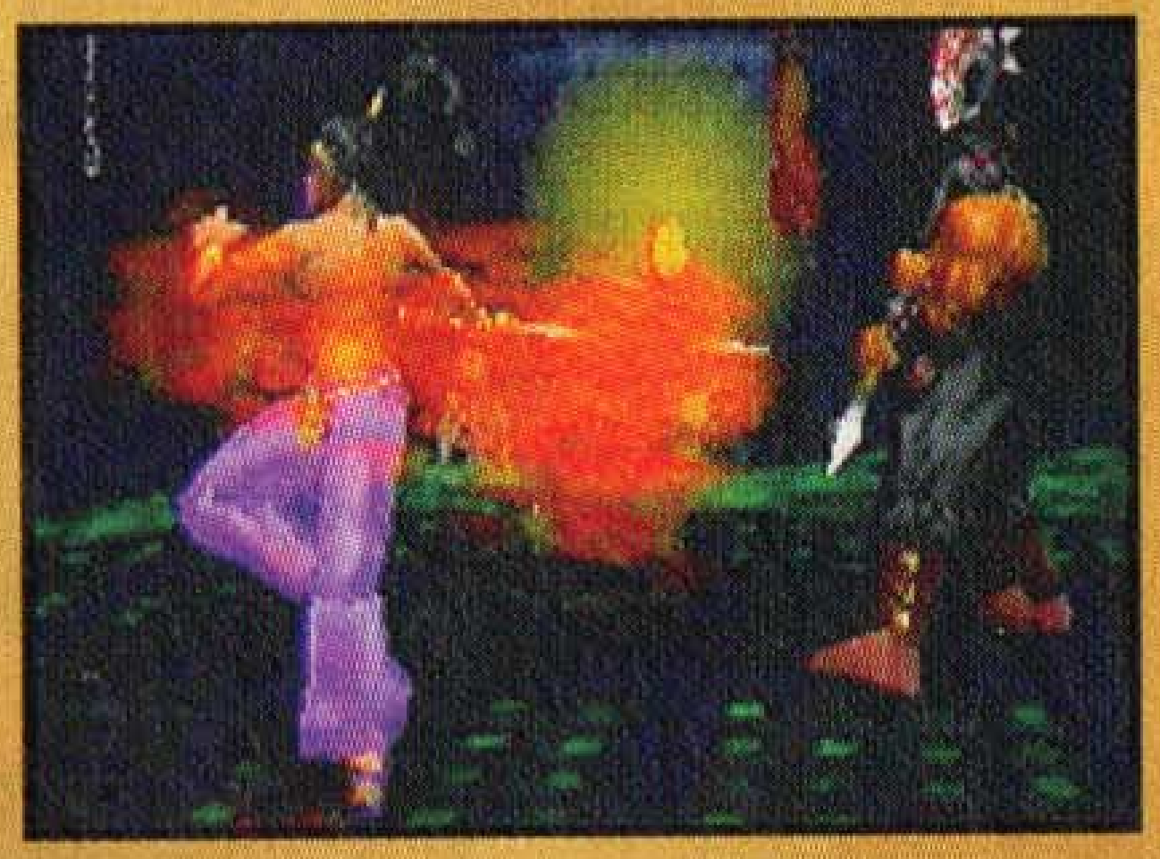
KOYASHA



Ninja-type lass with a nice line in staccato jabs, rolling and jumping; consequently, her style of fighting is an acquired taste.

Koyasha's Electro Shuriken
Down, Forward and Quick unleashes a vicious crackling projectile, which can be doubled up with a timely second tap of Quick.

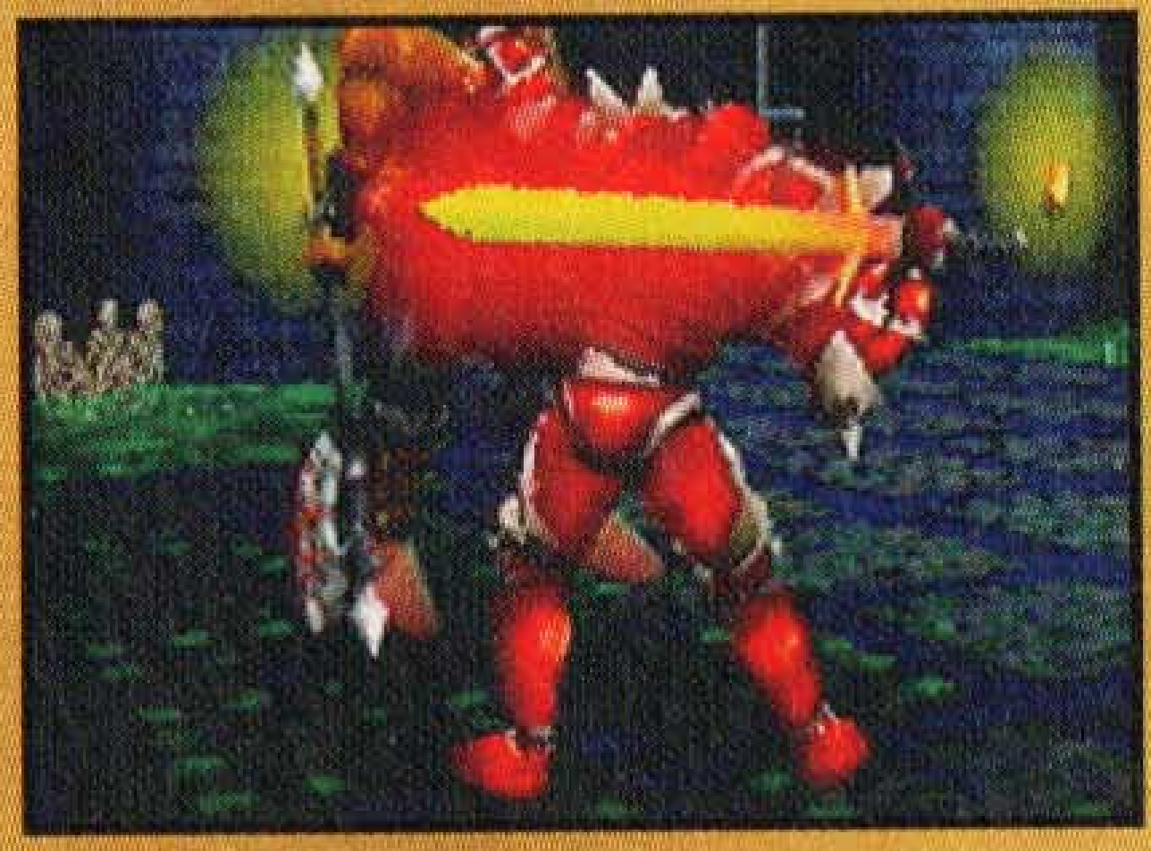
NAMIRA



Balletic and graceful, her spinning, flowing attacks are not for the beginner. She's also, a, er, lady of the night, and her suspect hip movements and translucent bloomers bring Paul, in particular, out in a sweat.

Namira's Dervish Twirl
Devastating when used correctly. Press Quick, Strong and Kick simultaneously for a relentless spin of doom.

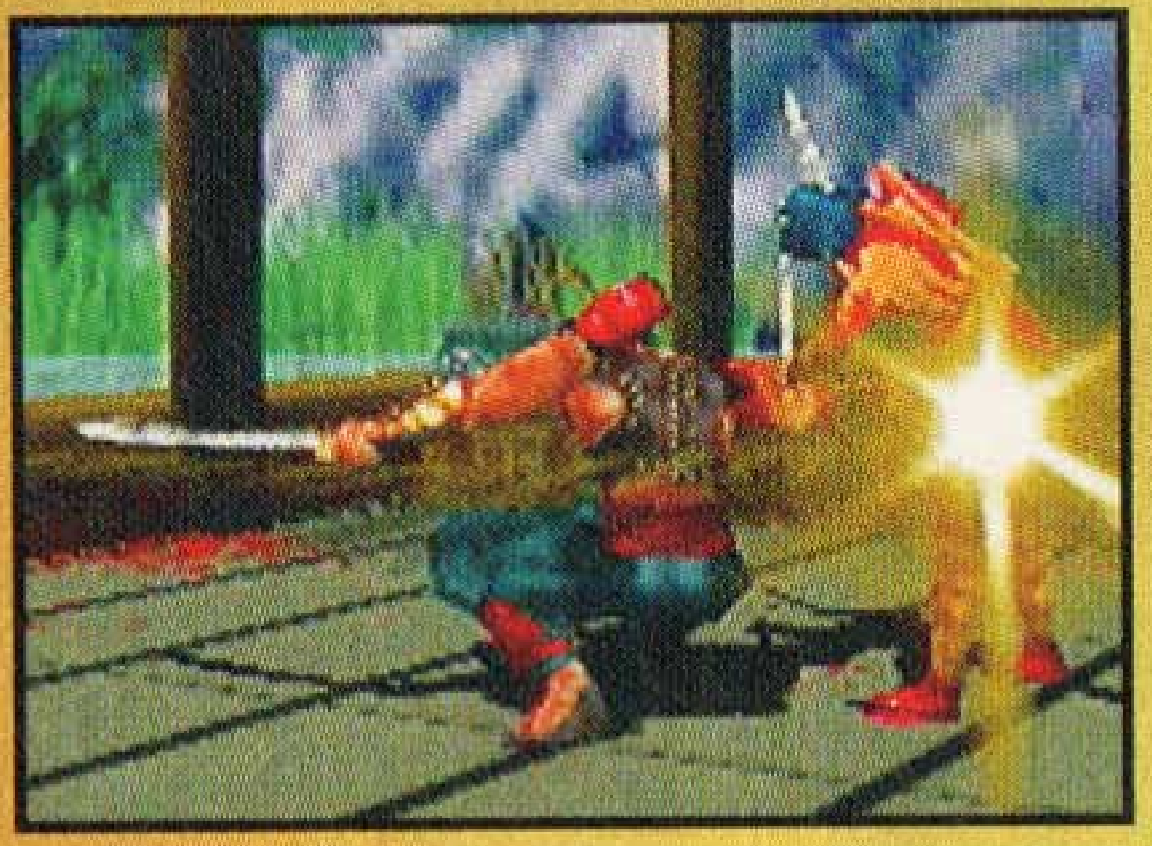
LORD DEIMOS



Deimos seems clumsy in initiate hands but persevere and you'll find that it's all to do with utilising the momentum of that huge firesword – the pointy end delivers some quite incredible carnage.

Lord Deimos' Big Wallop
If you can get in close, double tap Forward and press Strong. He'll lift up your opponent and smite him heartily. And painfully.

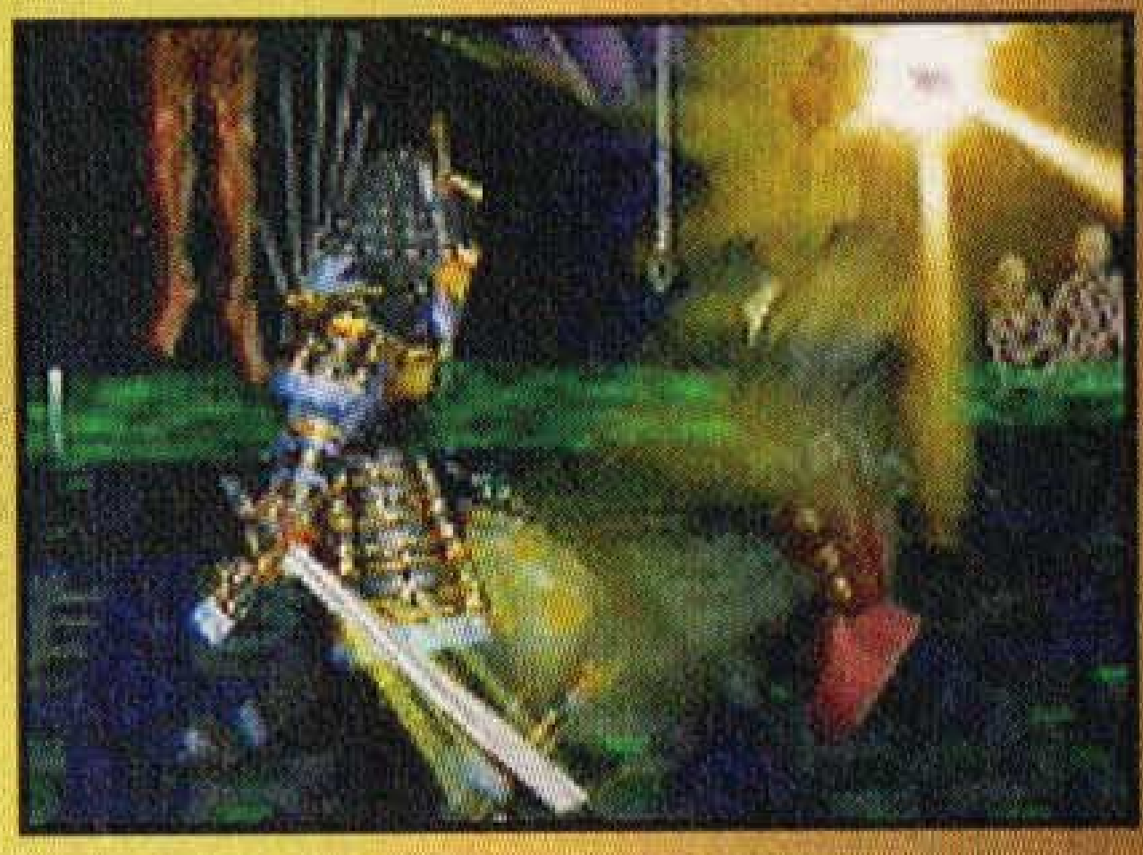
AL RASHID



Al Rashid is Namira's male counterpart but he is slightly stronger and less agile. His two-sword style is capable of some nice 'n' fast comboage, as well as Block Attacking.

Al Rashid's Sand Devil
Simply hold down Strong for a couple of seconds for a Cossack-style ankle-slicing spin.

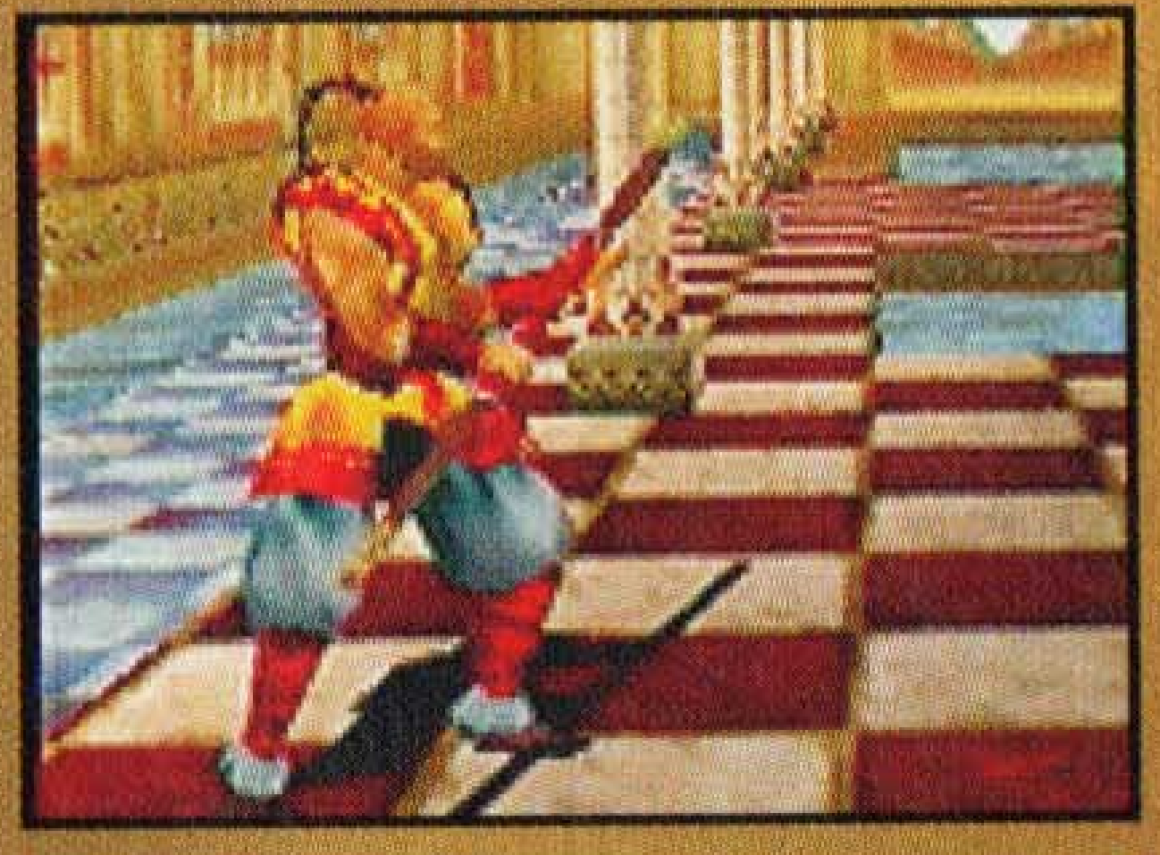
TAKESHI



The token Samurai, speed is the name of Takeshi's game, so consequently you'll need to be certain of his combo-connecting moves to fully utilise his Big Hurt potential. Pleasing.

Takeshi's Zen Dodge
Simple, elegant and beautifully effective, this is a combined evasion/attack move. Press Evade and Strong to simultaneously turn and slice.

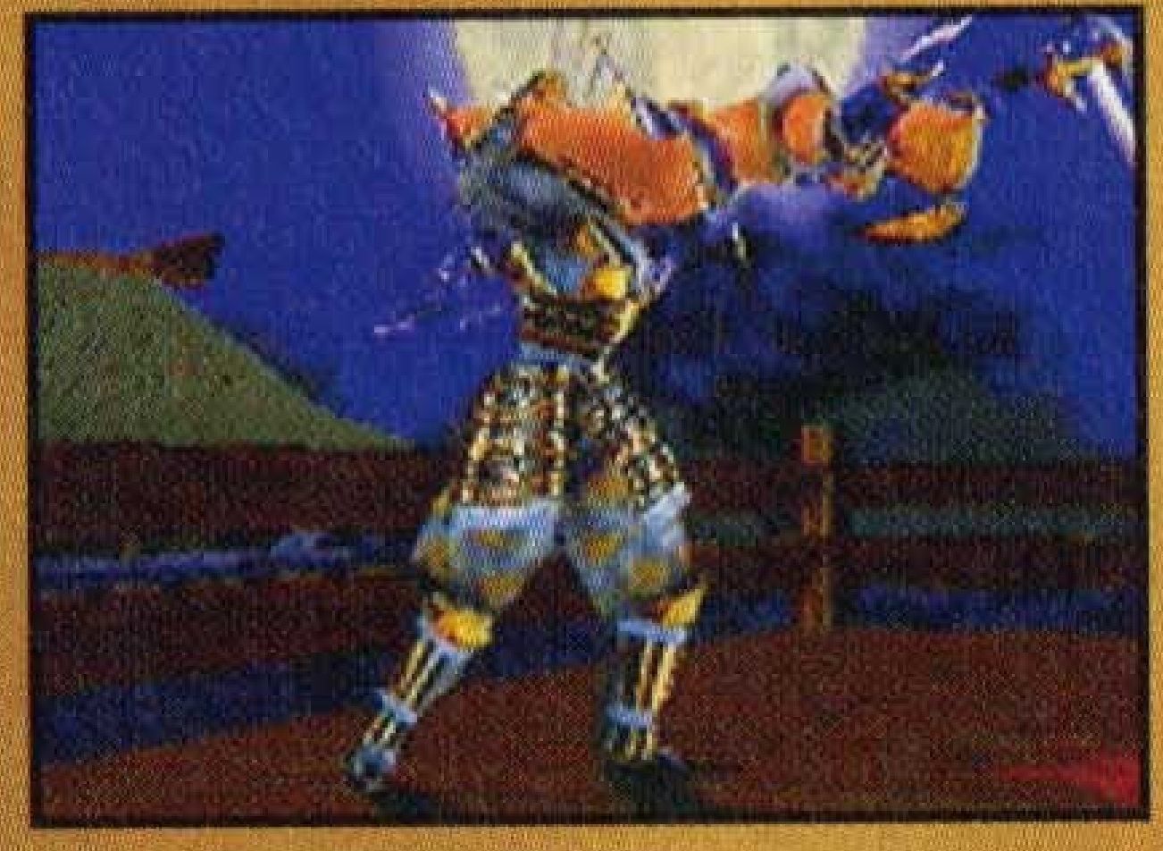
XIAO LONG



Apparently the son of Genghis Khan, Xiao's not as limber or supple as some of his contemporaries, relying on his staff, but he can still be pretty quick.

Xiao Long's Mystic Orb
A containment move that leaves you free to pummel the unlucky recipient. Hold back momentarily, then press forward and Strong.

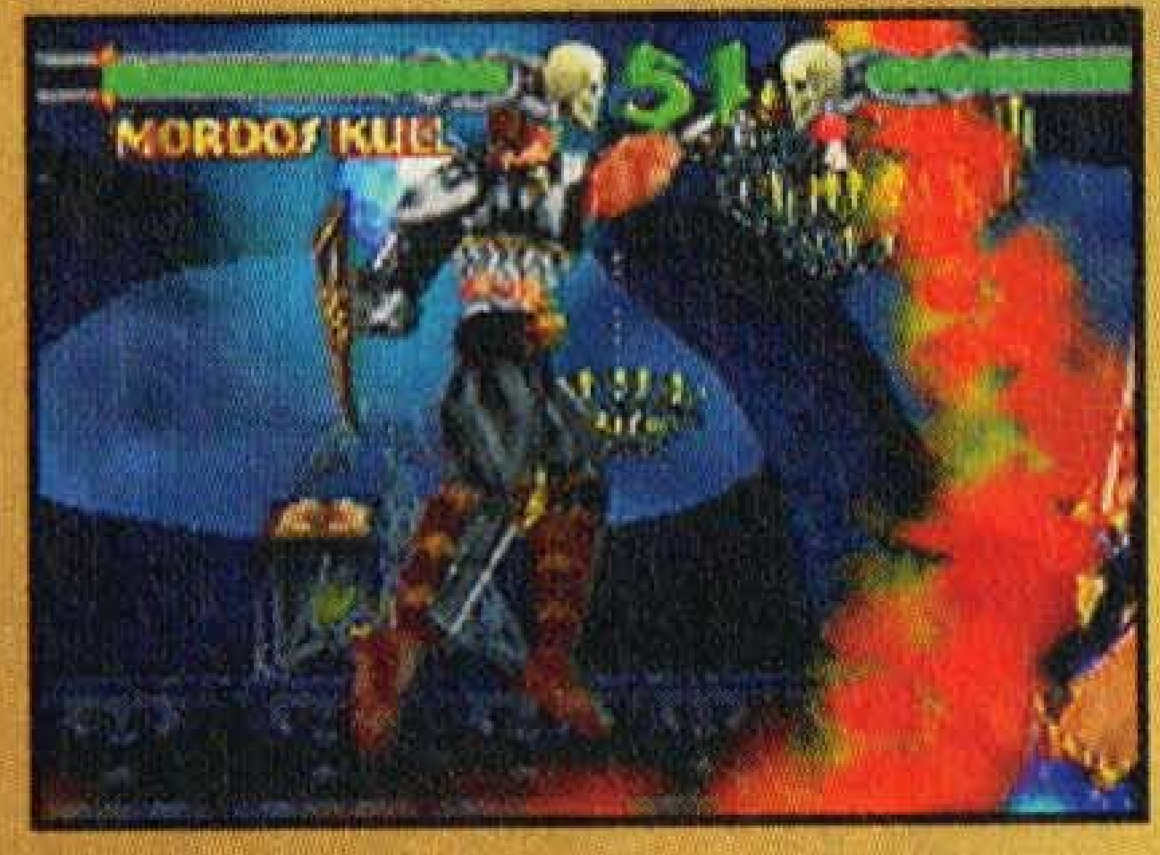
TARIA



Quick and efficient, and, er, "born under a dark moon", Taria is another choice character. A variety of strong kick, projectile and weapon attacks make her very versatile.

Taria's Thigh Clamp
An excellent throw move, executed in a highly suspect fashion (you'll see). Get in close and double tap Forward and press Strong.

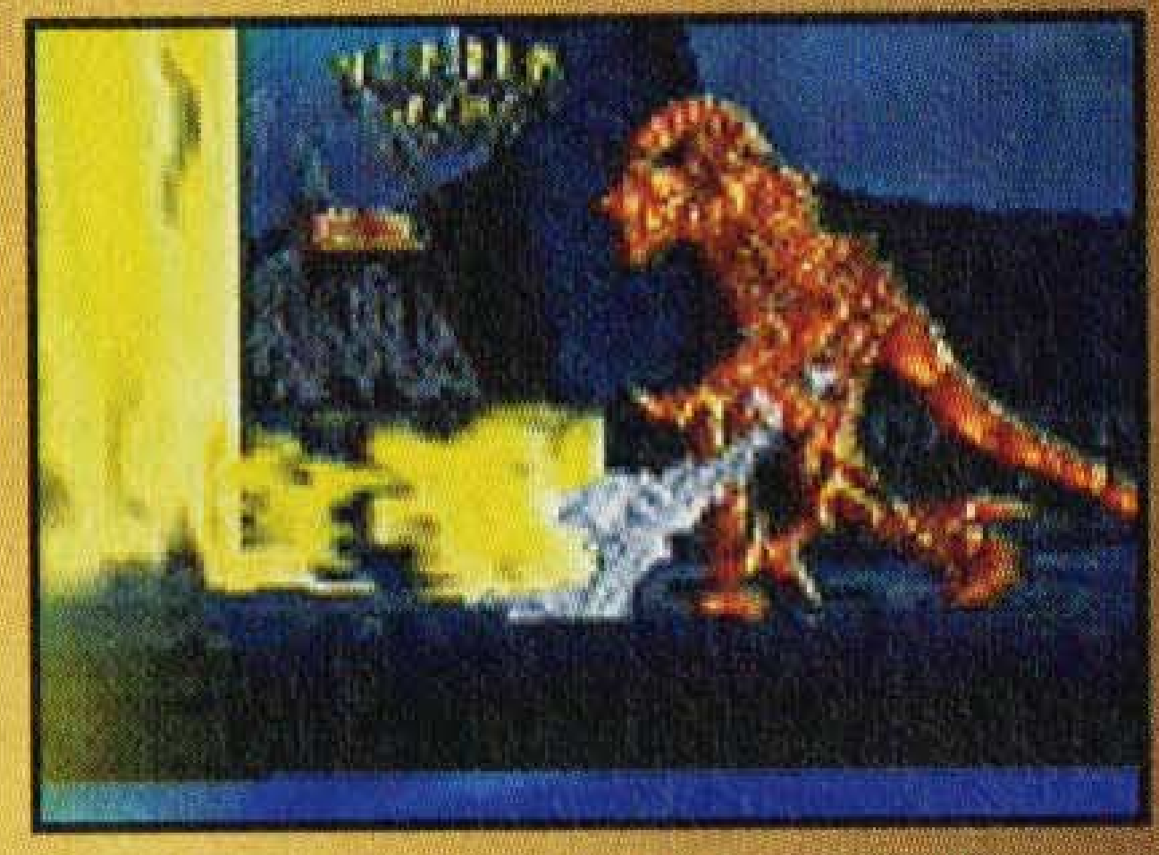
MORDOS KULL



A bit of an average all-rounder, whose shield gives him a certain edge with Block Attacks and more conventional defence.

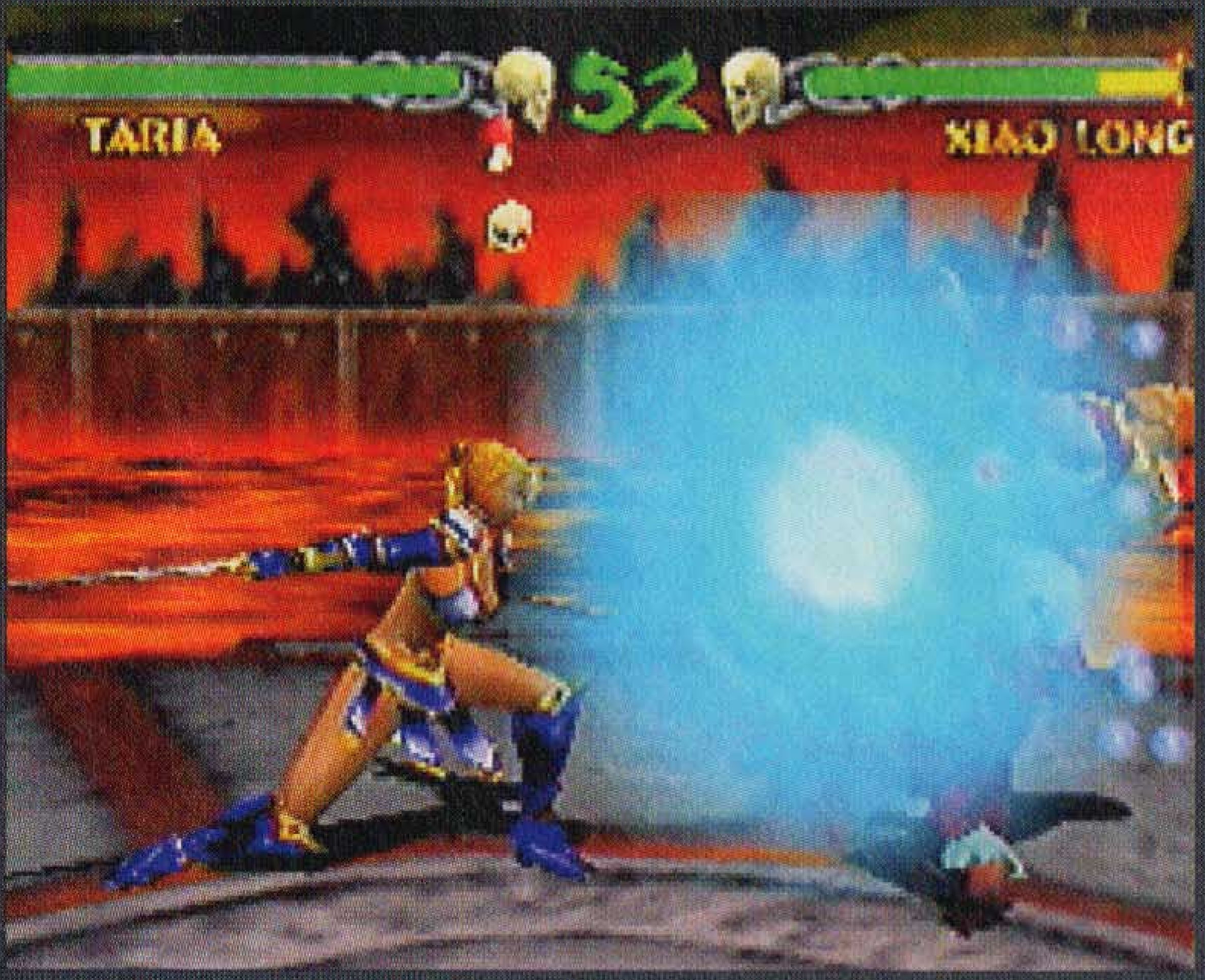
Mordos Kulls' Dragon Strike
A nicely devastating magical uppercut, activated by tapping Forward, Down, Forward and Strong.

HELL KNIGHT

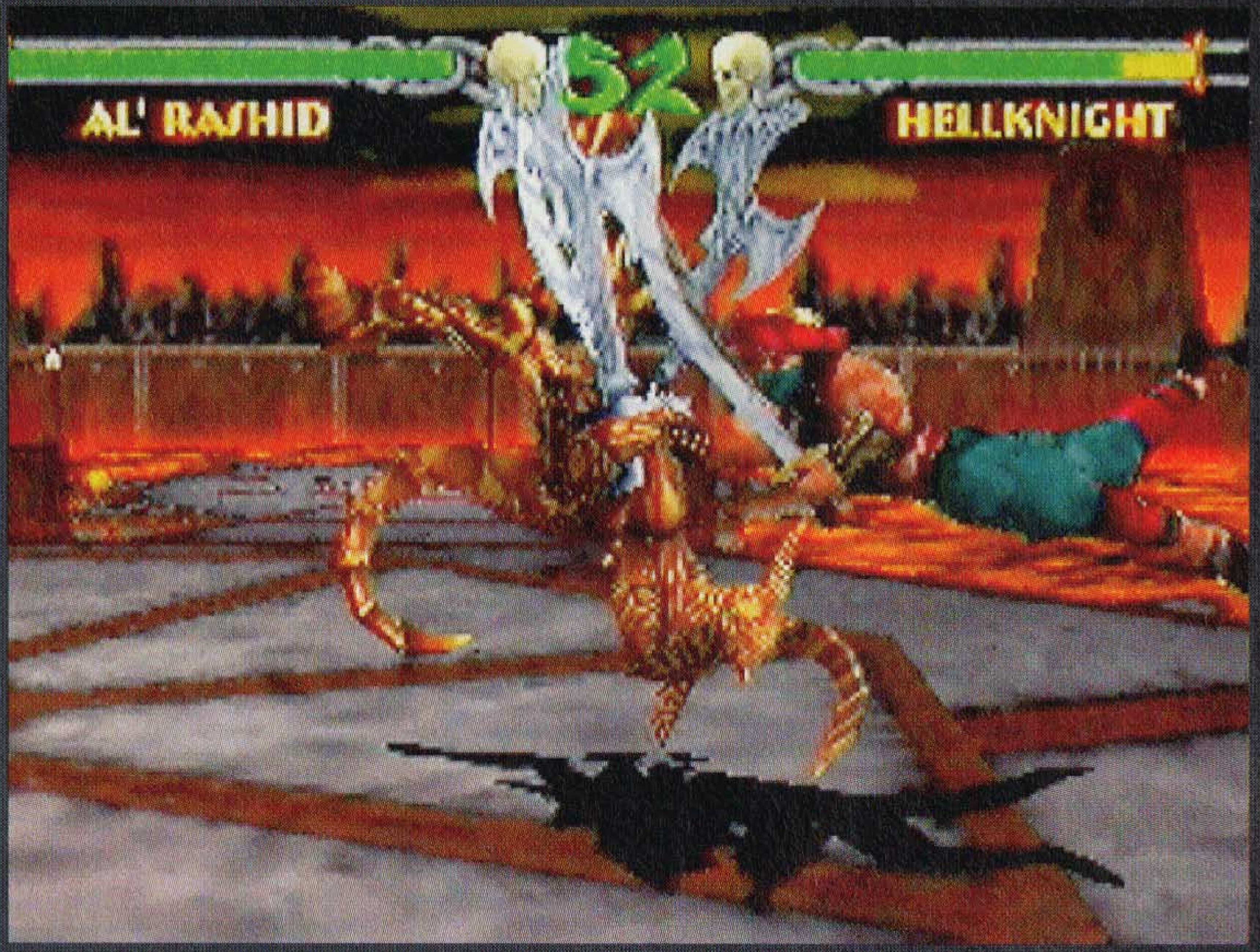


Looks absolutely superb, but unfortunately relies a touch too heavily on special moves. Still, extremely effective in the right (extremely dextrous) hands. Diabolical.

Hell Knight's Big Bang
To unleash an apparent Nuclear Strike, hold Back for a few seconds and then tap Forward and Strong. Gobsmackingly great.

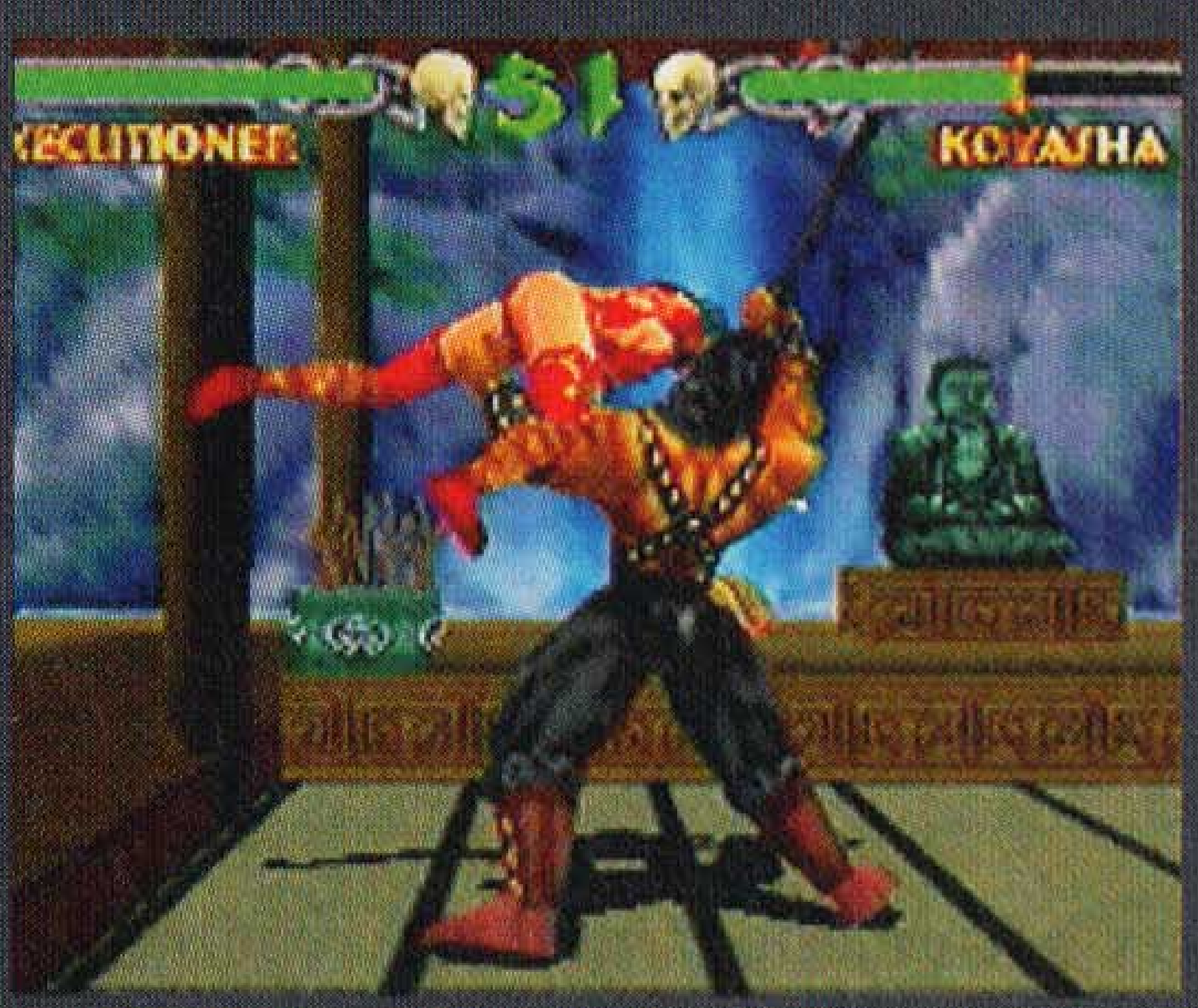


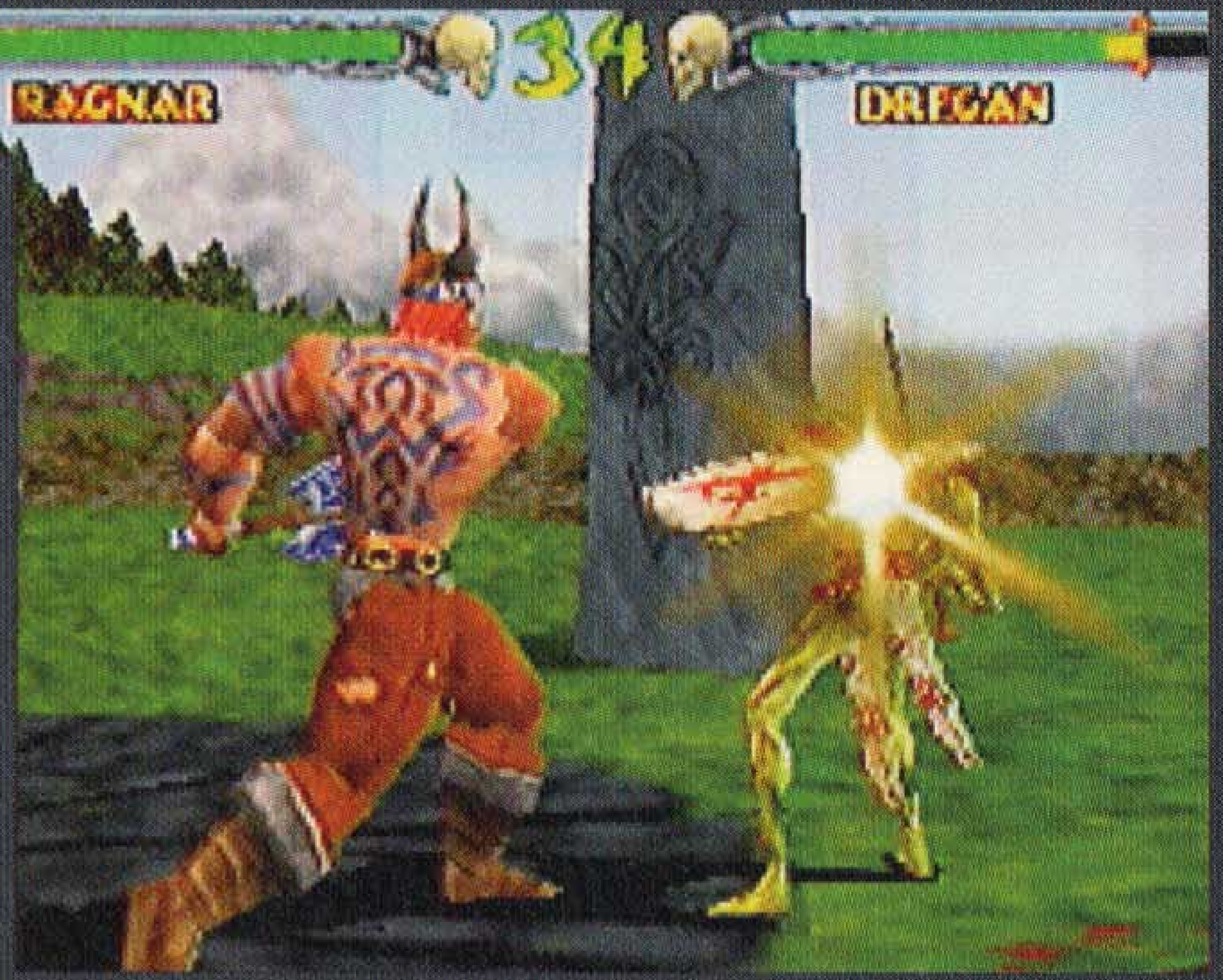
△ *Ah yes. A half circle of fun brings forth that trusty fighting staple, the fireball. BOOM! And so on.*

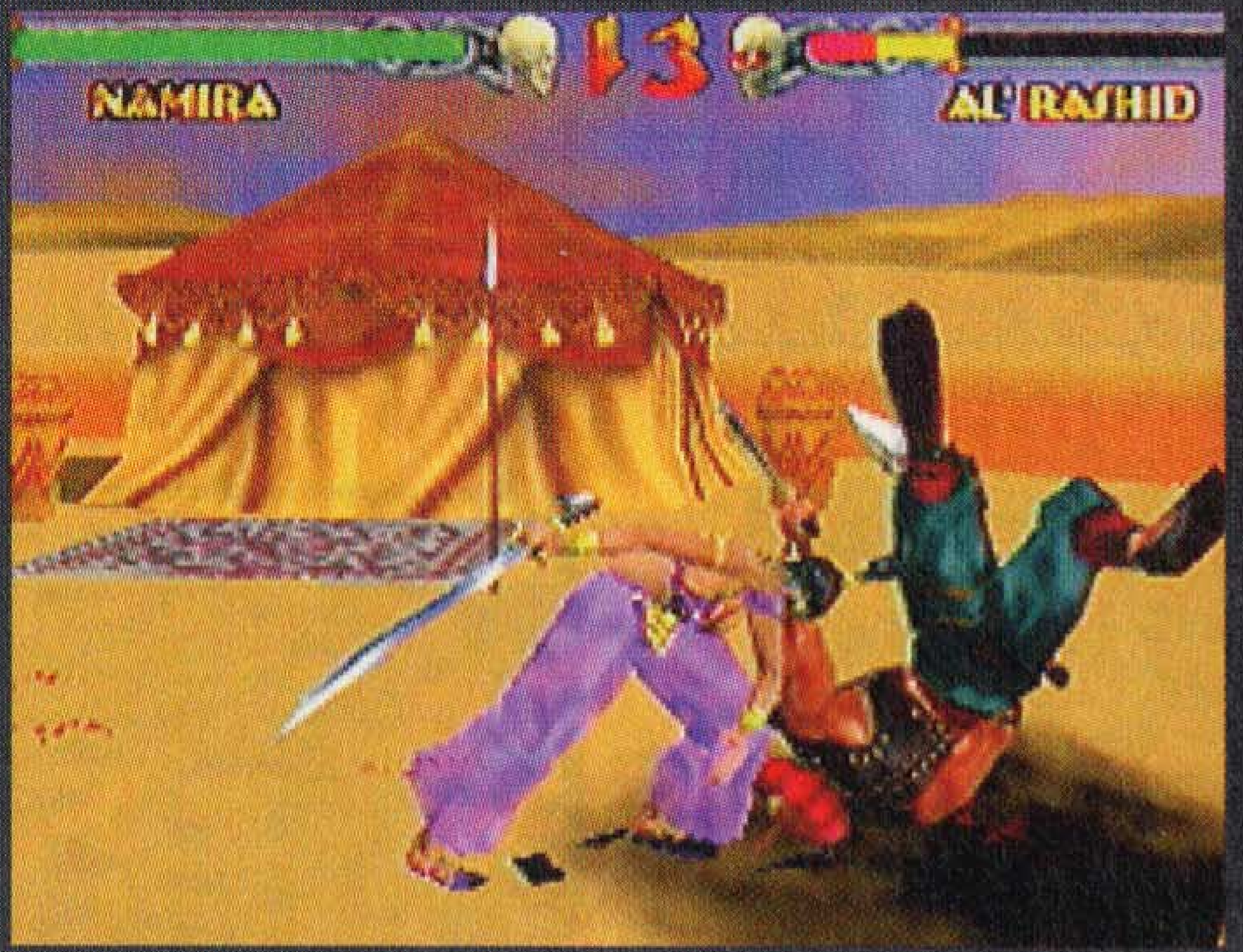


Al Rashid's throw move is particularly brutish. But great fun. ▷

▽ *"I've only known you five minutes. Unhand me now!"*







CHANGE CHARACTER COLOURS
Oh yes! In the tradition of the best fighting games, you too can change your dreary brown threads for natty red ones (or whatever). Simply hold down one of the C buttons while selecting a character to, er, brighten your day.

'BE' THE HIDDEN CHARACTERS!
See Tips Extra on page 90 for details of this and other naughtiness.

Imagine, if you will, a metaphorical N64 beat-'em-up party. *War Gods* lies slumped in one corner, a comatose, fleabitten tramp clutching a can of Tennants Extra. *Dark Rift* stands in another, his suit so bland as to render him invisible. Meanwhile, *Mortal Kombat* wheezes geriatrically over his zimmer frame as *Killer Instinct* whisks the cheese dip out from under his nose, fervently hoping that this small triumph will prove his continuing relevance to his contemporaries. And then! In stalks *Mace*, clean-shaven and immaculate, pausing only to help himself to everyone's wallets and steal their girlfriends, before gliding back out.

All of which is a rather convoluted way of saying that *Mace: The Dark Age* is shin-splinteringly good fun, and almost makes up for the uninspired excesses that N64-owning fighting fans have so far been privy to. Almost. Because (let's get this out of the way now) it's not a (yawn) *Tekken* beater, lacking the fluidity of that game, and the control system draws on the shared gene pool of fighting games, an N64 *Soul Blade* with a liberal dash of *Street Fighter*; plenty of button-led moves, combos and half/quarter circles on the D-pad for good measure. Effective, yes, but original it ain't (a quality that I've always felt as rather suspect in beat-'em-ups, unless you regard *Way of the Exploding Fist* as original).

But, but, but… the graphics are lovely, with some smashing character design and an overall pleasingly gritty medieval feel, the effects and explosions are great and the problem of 'flow' is sidestepped neatly by virtue of the sheer speed of movement available. Make no mistake, *Mace* may be a gestalt entity (*A what?* – Ed) with little to call its own in terms of the combat engine, but what it has appropriated for itself has been realised in a manner that optimises what it has stolen; it's a very accomplished thief.

Saying that, some areas of the game add to the overall feeling that *Mace* is a game unto itself. The 'interactive' arenas are great, with ledges, steps and so on available for that essential offensive/defensive height advantage, as well as moats of acid, lava and dirty great swinging scythes to contend with. Extraneous objects, such as vases and even tents, can, amusingly, be hurled around. The addition of Block Attacks is a welcome one also, as multi-beweaponed/shielded characters can simultaneously strike and defend.

And, yes, there are combos and big special moves (which we've had great fun discovering, as – rather embarrassingly – we've been so far unable to assemble a complete list of moves. But rest assured, there are plenty), but these are tempered with some satisfyingly simple tactical moments – for example, waiting for the crucial moment when your opponent leaves him/herself open, allowing you to sidestep and stab 'em in the ribs. Very nice.

Add to all this a roster of 12 playable characters, as well as two 'hidden' ones – Pojo (a giant chicken, oh yes) and Grendel – and, presumably, the boss Asmodeus, and you have a game that outstrips any N64 fighter so far in every department. It's not perfect by a long shot – the plot is the usual 'quest for the magic weapon' rubbish (albeit spiced with a genuine attempt to incorporate fourteenth century reality and a pleasant mix of European/Asian flavours), and the music's not much cop.

But for all its faults *Mace* is damn good fun to play and is as accomplished and polished as any of us could have hoped for. You'll have immense fun getting to grips with the characters and their moves – Ragnar's back-breaking Bear Hug will make you wince – and the adrenaline rush action doesn't disappoint. Fight fans now have a reason to be cheerful. Until the definitive, innovative N64 beat-'em-up decides to arrive, this will do very nicely indeed.
Meanwhile, back at the party, there's an uncomfortable silence.

"Right then. I'll get my coat," says *Dark Rift*.

"Who said that?"

JES BICKHAM

8 VISUALS
The most gorgeously realised violence we've yet seen.

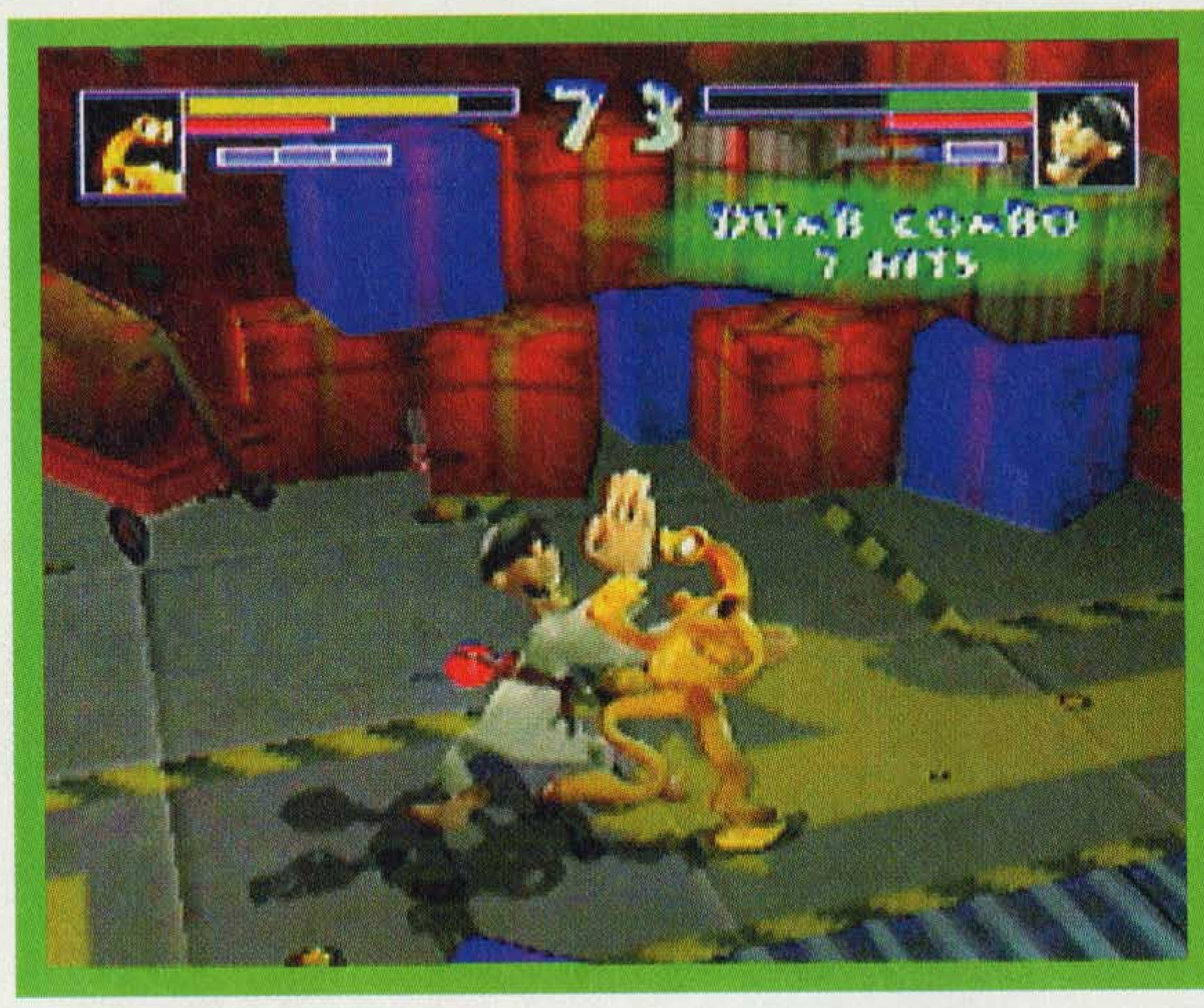
5 SOUNDS
Nice effects, nasty music and an asthmatic Orson Wells. (Does he do EVERY fighting game?)

6 MASTERY
Does the voodoo it does do very well. Nicely 3D and fast 'n' furious.

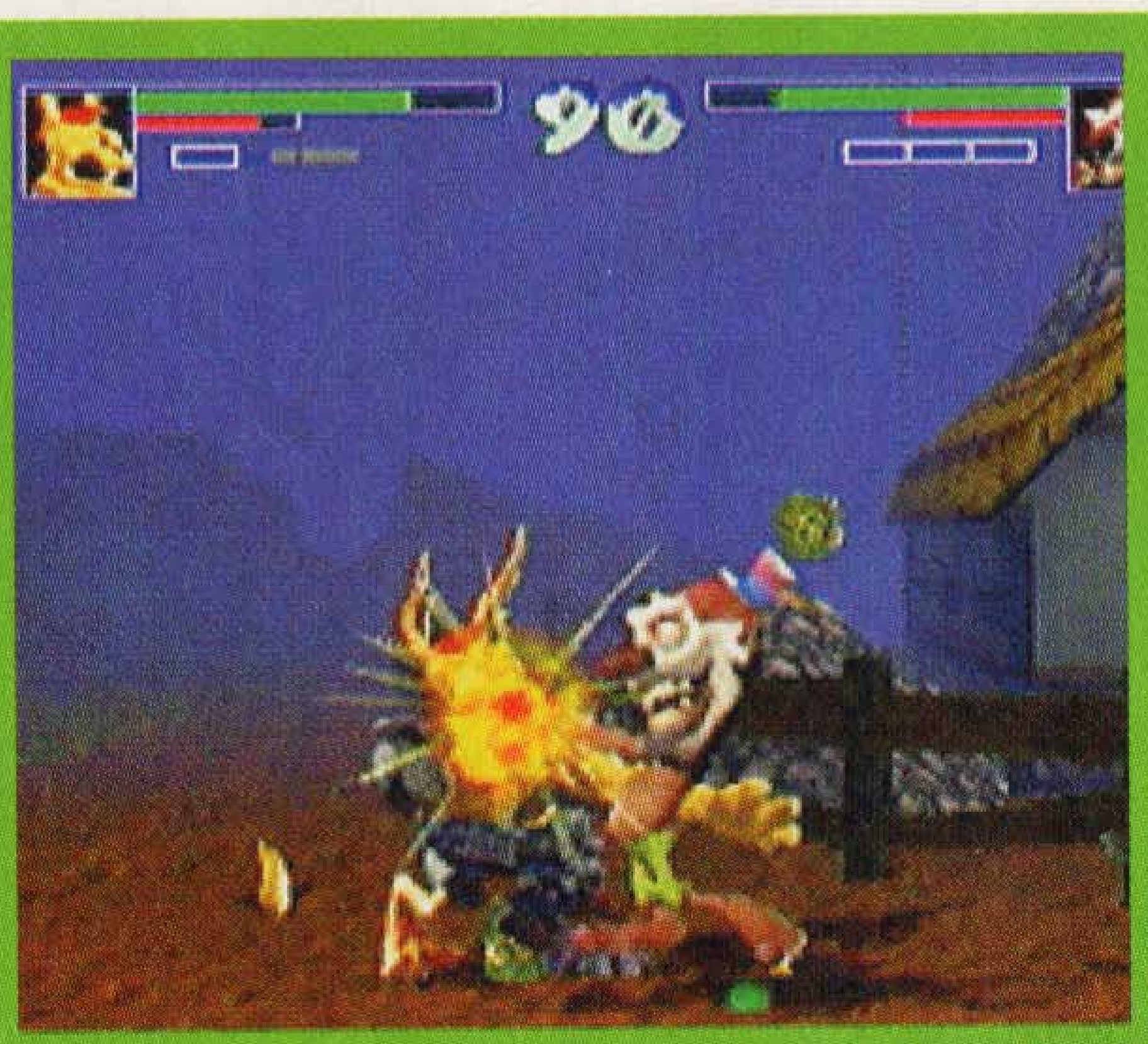
7 LIFESPAN
Offers far more than its chopsocky N64 siblings, and is reassuringly difficult.

VERDICT
An enjoyably slick assimilation of fighting fun that shows, finally, that we're getting there.

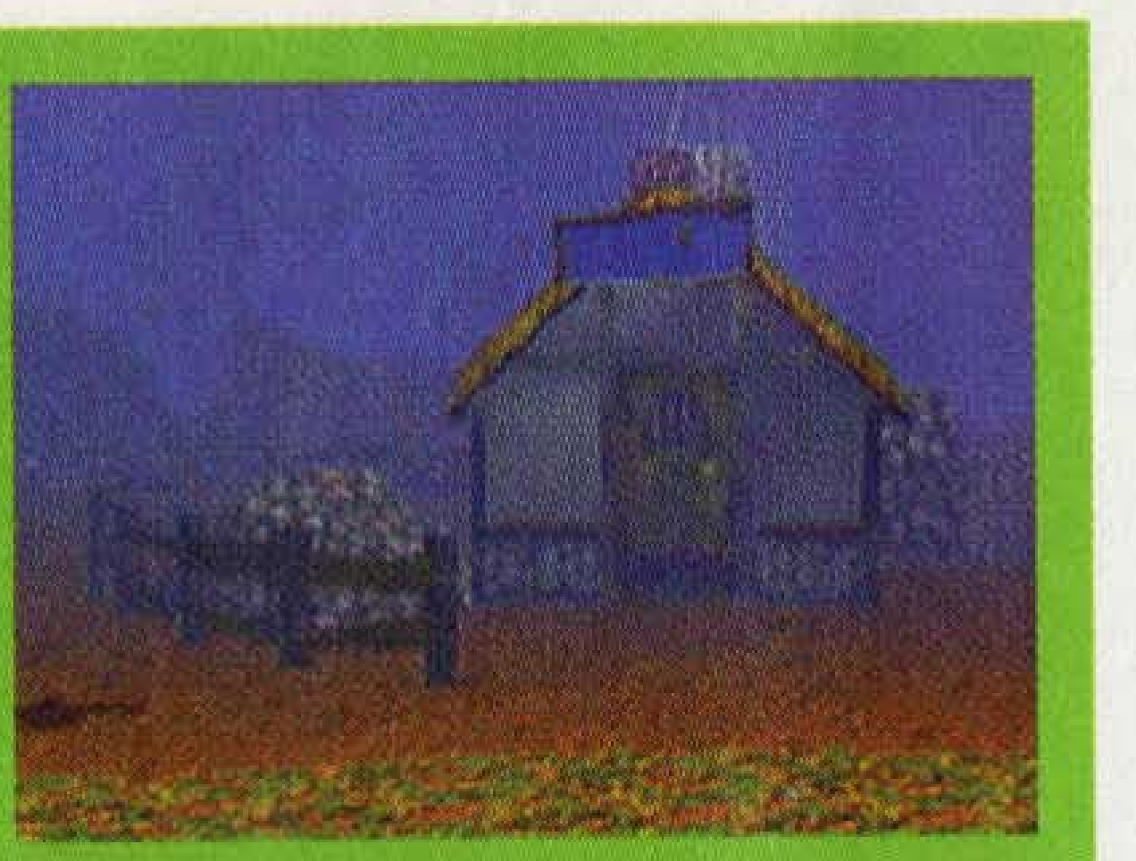
81%



84
LOUSY COMBO
4 HITS



△ Whilst it would undoubtedly be a terrible tragedy were this to happen in real life, it would be a lot funnier than it is here.



CLAYFIGH

Twice on the SNES? Maybe next time on the N64.

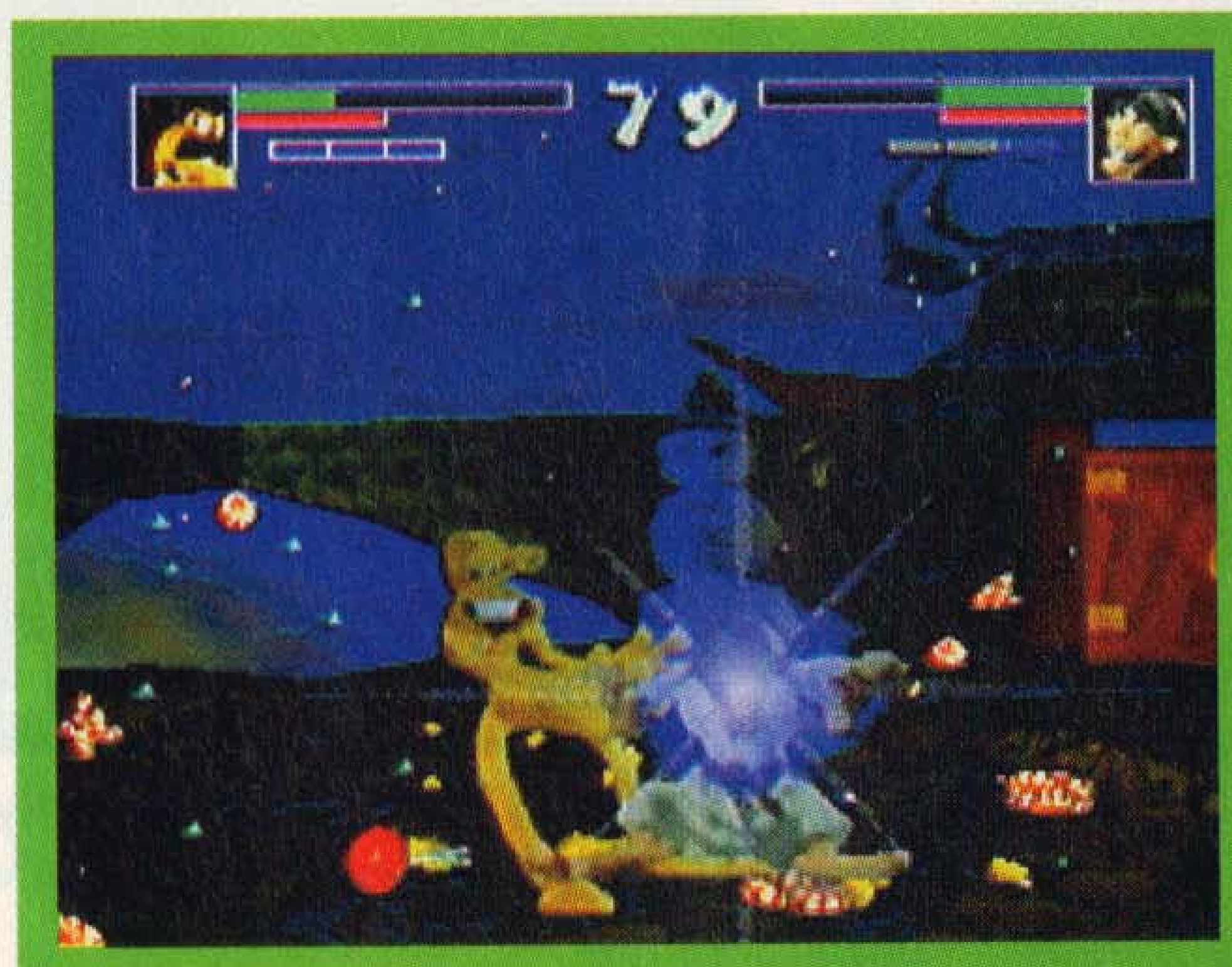
Clayfighter 63 1/3			
INTERPLAY			
Out now	96M	1/2	
November	~~Controller Pak~~	Cartridge back-up	~~Rumble Pak~~
$70 (about £45)			

First, two things to remember when designing your own 'humorous' game:
1) Ensure that the basic game engine offers challenge, reward and enjoyment.
2) Make sure it's actually funny.
Clayfighter 63 1/3 **remembers neither of the above. Were I to be polite, I'd say it could be a lot better. Were I to be honest, I'd say it's the most joyless, stultifyingly cretinous example of undernourished software that I've lost precious hours of my life to.**

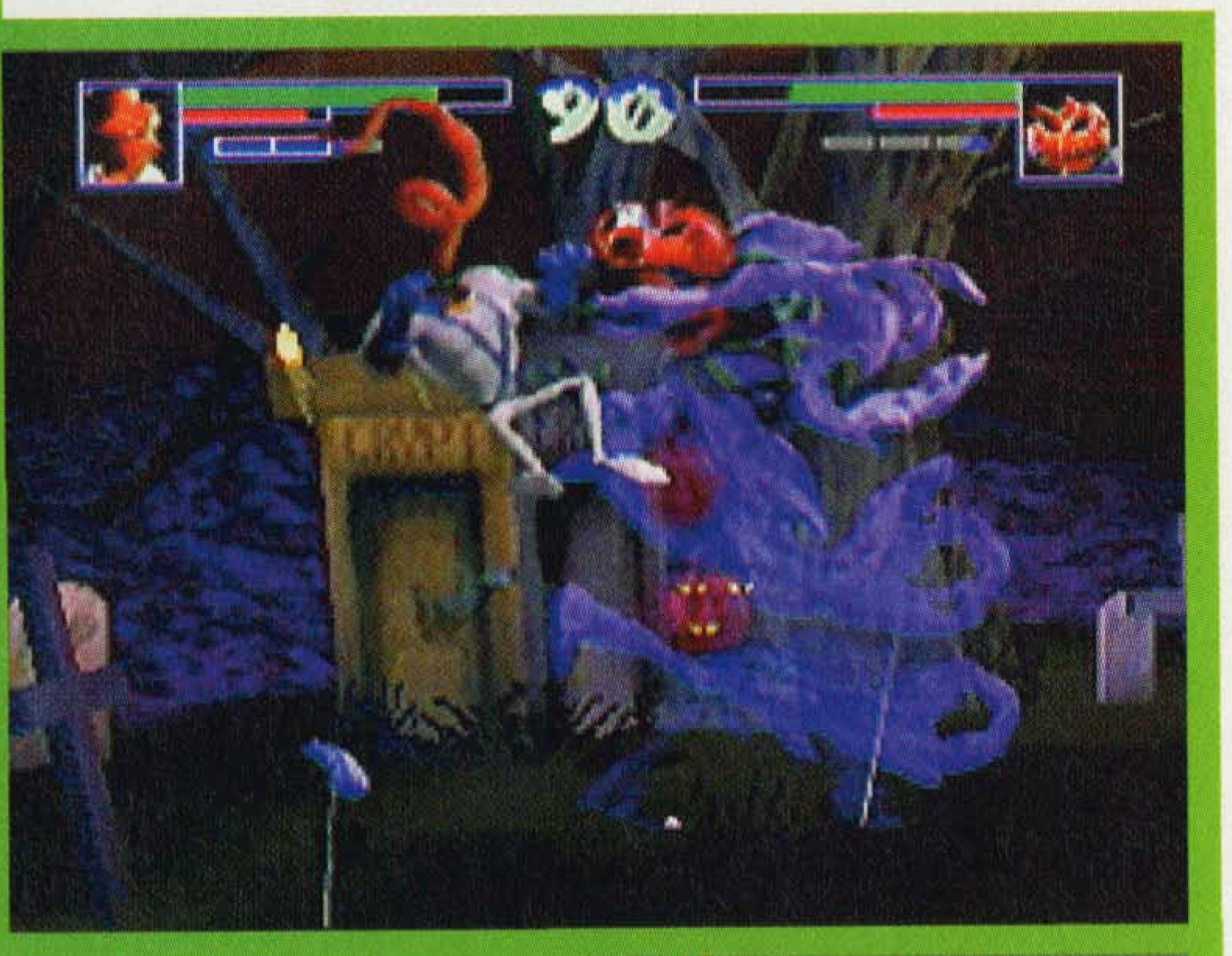
And why? Oh lordy, why not? I could rant for hours, go completely over the top and start using words like 'farrago'. But I won't. Because the single most upsetting thing about *Clayfighter* is its wasted potential. Look deep and hard and you'll find, locked in a cage, in a box beneath a padlocked trapdoor, a desiccated kernel of promise. Which unfortunately, has been disregarded in favour of a stilted, jerky combat system that has to feature the most disparate, disconnected, unworkable set of moves we've yet seen. It's sloooow; the time lapse between trying to tie one move to the next lasts an eternity, and the 3D movement consists of an unconvincing micro-jitter to the side, inconsequential enough as to be useless.

Where the *Clayfighter* that could've been makes itself known is in the backgrounds. The fighting arenas are smashing – the level of detail and design is fantastic and each is introduced in full 3D by a roving, swooping camera that, simply put, is great. Pleasingly, you can knock characters through doors, walls, etc. into exterior areas. (Yes, *Mortal Kombat* did it first, but it's implemented in a far worthier fashion here.) It's only when the poorly animated 'Claymation' figures are pasted on in a shabbily 2D way (despite being ahem, '3D') that bears no relation to the physics of the surroundings that the whole effect is shattered.

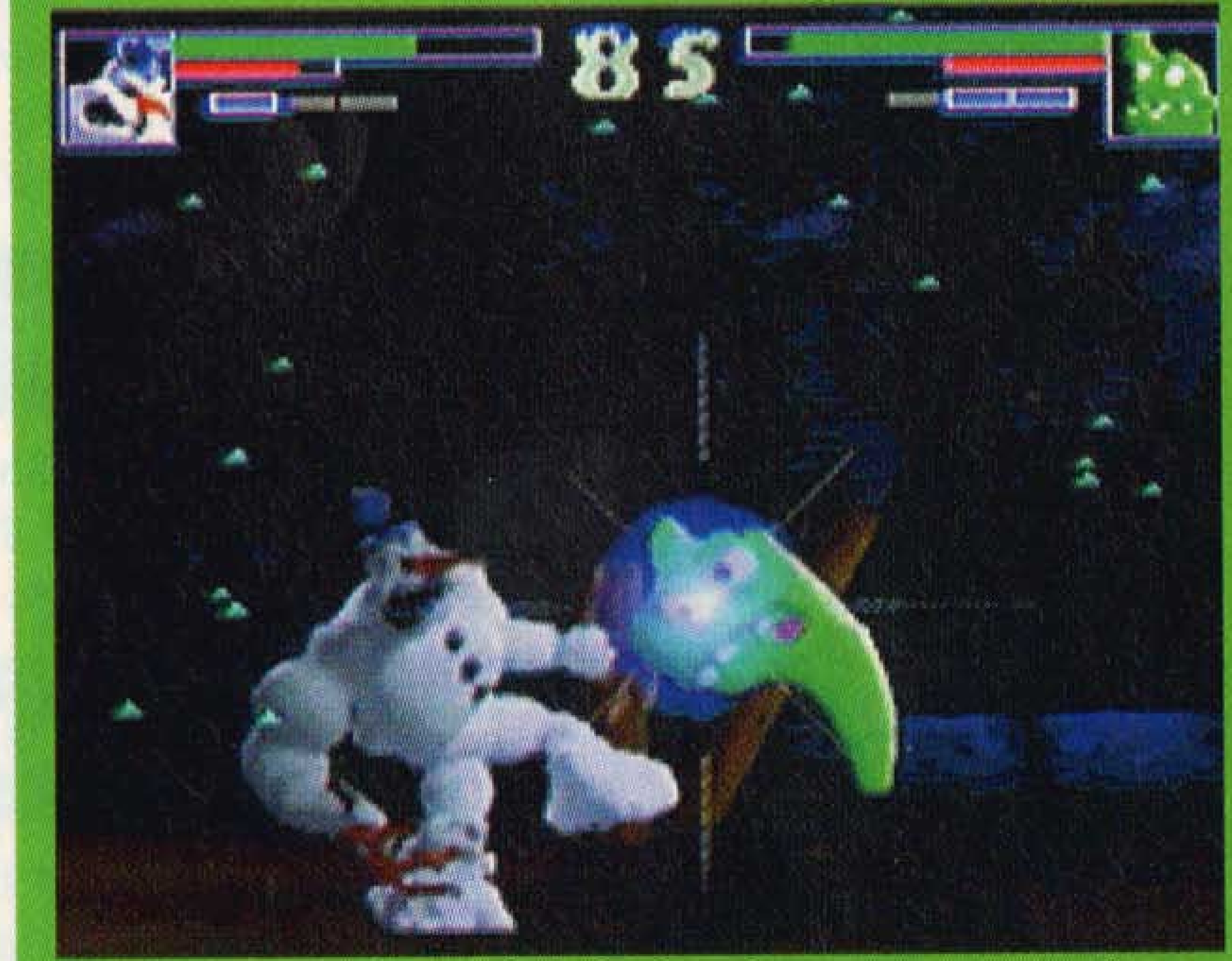
Which is a crying shame. If only an effort was made to integrate these two elements. If only there was a



△ Taffy (he's made of toffee, see) mangles his opponent while the snowman watches ominously.



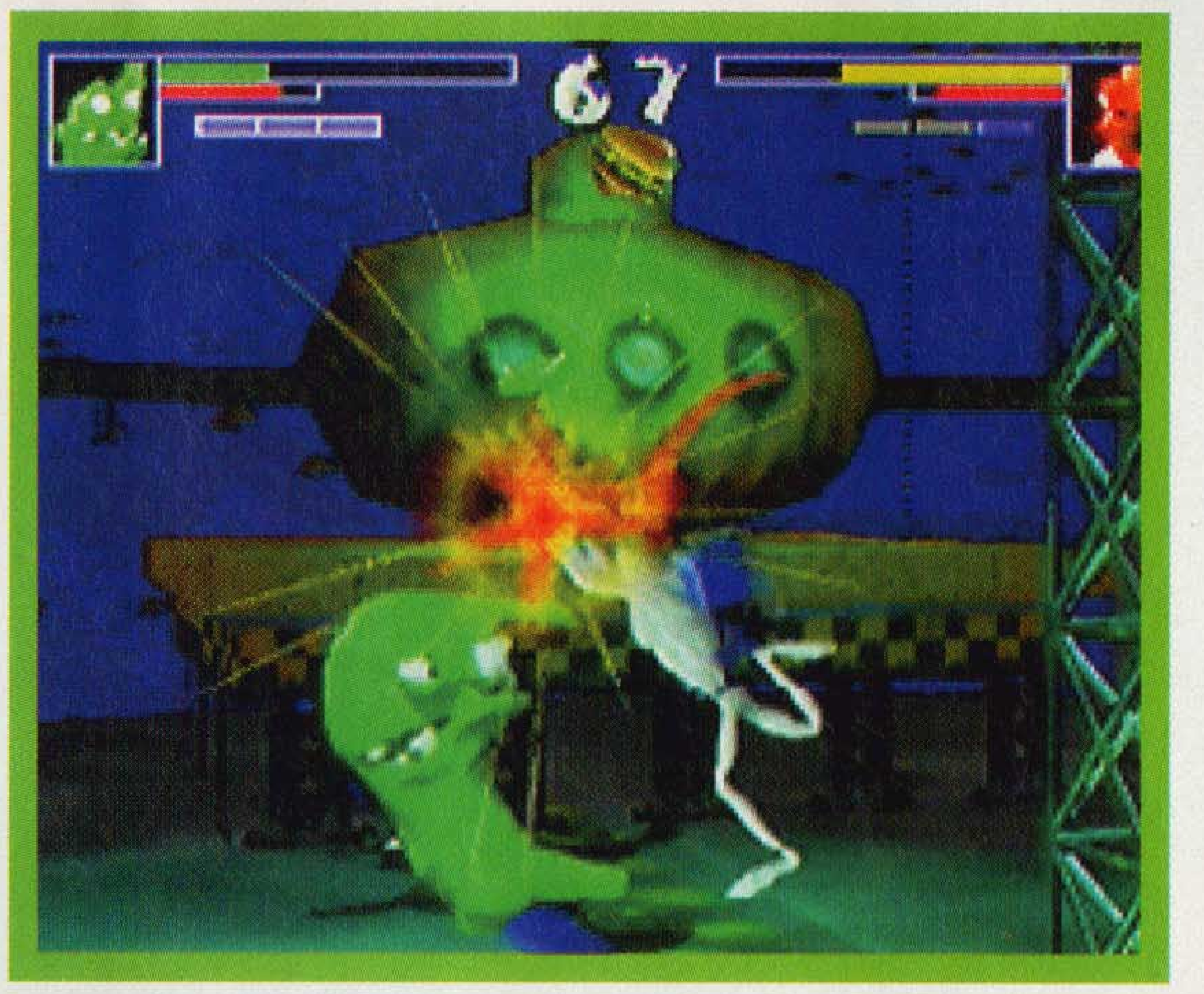
△ Jim, Jim, what were you thinking? It's like Elvis joining the Monkees. Stay solo, Jim, and keep your integrity.



△ Snowmen are all presumably naked. So why the buttons?

ClayFighter
63⅓
GAME START
OPTIONS

In far greater terms than this single bout, sadly. ▷



SECRET OPTIONS MENU
While holding L at the character menu, tap in the following:
Up-C, Right-C, Left-C, Down-C, B, A
Go to the options menu and you'll see a new menu for Secret Options. You can now choose Itty Bitty/Massive bodies, High/Low voice, background select and more.
Thus, the good ship hilarity sails ever onwards. Chuckle.

TER 63 1/3

decent combat system to base the whole thing around. If only it was fast, fluid and exciting. If only there was a game that was genuinely fun to play then perhaps the alleged 'humour' wouldn't grate so much; 734 hit combos (yes, really) aren't funny. Especially when you're on the receiving end, and the moves take so long to execute. Likewise, the comedy voiceovers ("Itty Bitty Combo!" Ooh, my sides) serve only to irritate. Perhaps, if I was genuinely enjoying myself, then I'd be amused; as it is, this whole aspect smacks of trying to disguise everything that's so dissatisfying and tiresome about *Clayfighter*.

There are, admittedly, odd superficial moments that please and surprise – when Bad Mr. Frosty is thumped a few times for example, out spill ice cream cones rather than the more familiar bright red gore. Earthworm Jim (Yes! You can play as Earthworm Jim!) uses his head whip trick and laser, just as in his own games. Ichybod Clay rips off his own (pumpkin-like) head and hurls it at his opponent. Houngan raises a pair of zombie arms from the dead earth to grapple his opponent. Very nice. But. But, but, but…

I've no compunction to return to this. Ever. Not when I could be playing *Lylat Wars*. Or *GoldenEye 007*. Or even re-racing the Star Cup on *Mario Kart 64* (again). There's nothing sufficiently well developed or entertaining enough to ensure replay value; after a couple of hours *Clayfighter* reveals its true character and becomes a real chore. Which for a computer game (and one for the ultimate next generation console, no less) is inexcusable. For all its putty-like ambitions, *Clayfighter 63 1/3* tastes like ashes in the mouth.

JES BICKHAM

5 VISUALS
Great backdrops and arthritic, ahem, 'Claymation'.

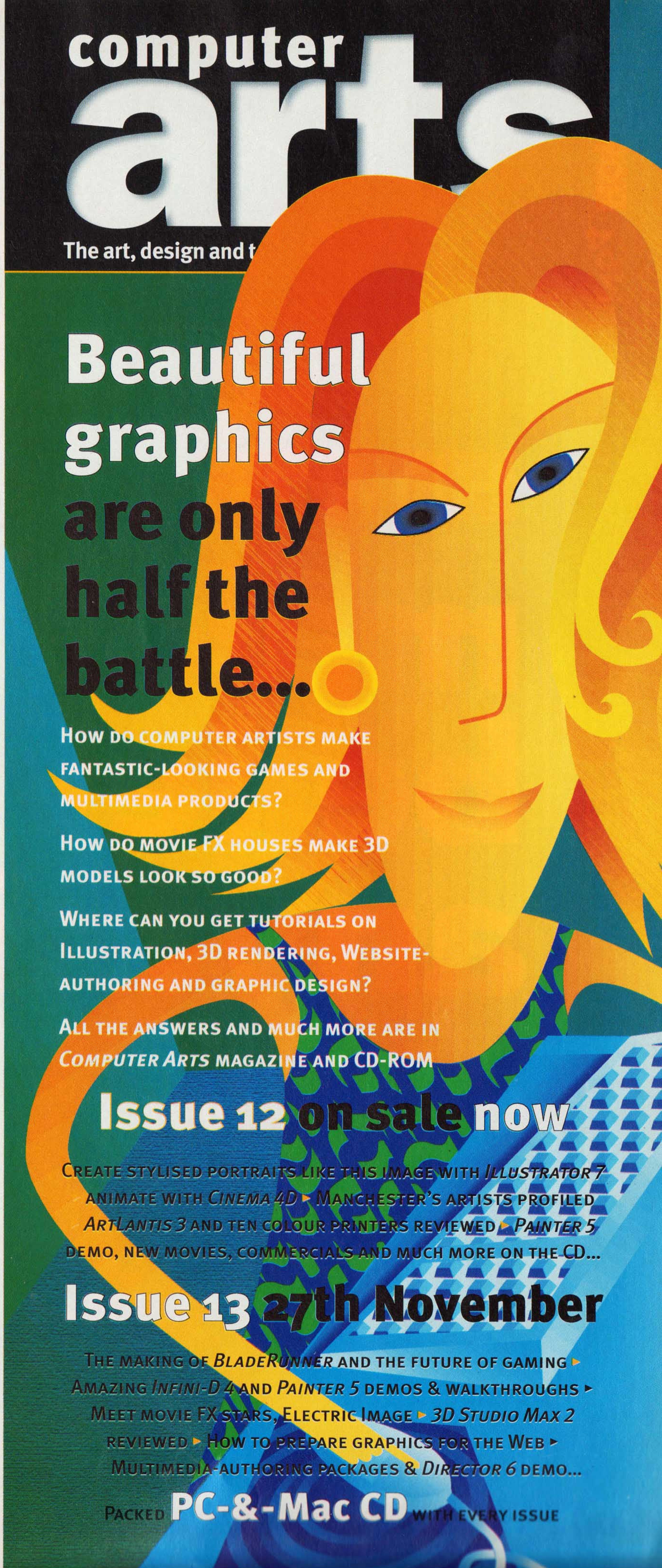
4 SOUNDS
"Lets get ready to CRRRRUMBLE!" Stop it, you're killing me. No, really.

2 MASTERY
Ooh, every now and then.

1 LIFESPAN
Fossilised rock rather than lively Plasticine.

VERDICT
If you want an amusingly poor beat-'em-up rather than an alarmingly rubbish one, then buy *War Gods*.

24%



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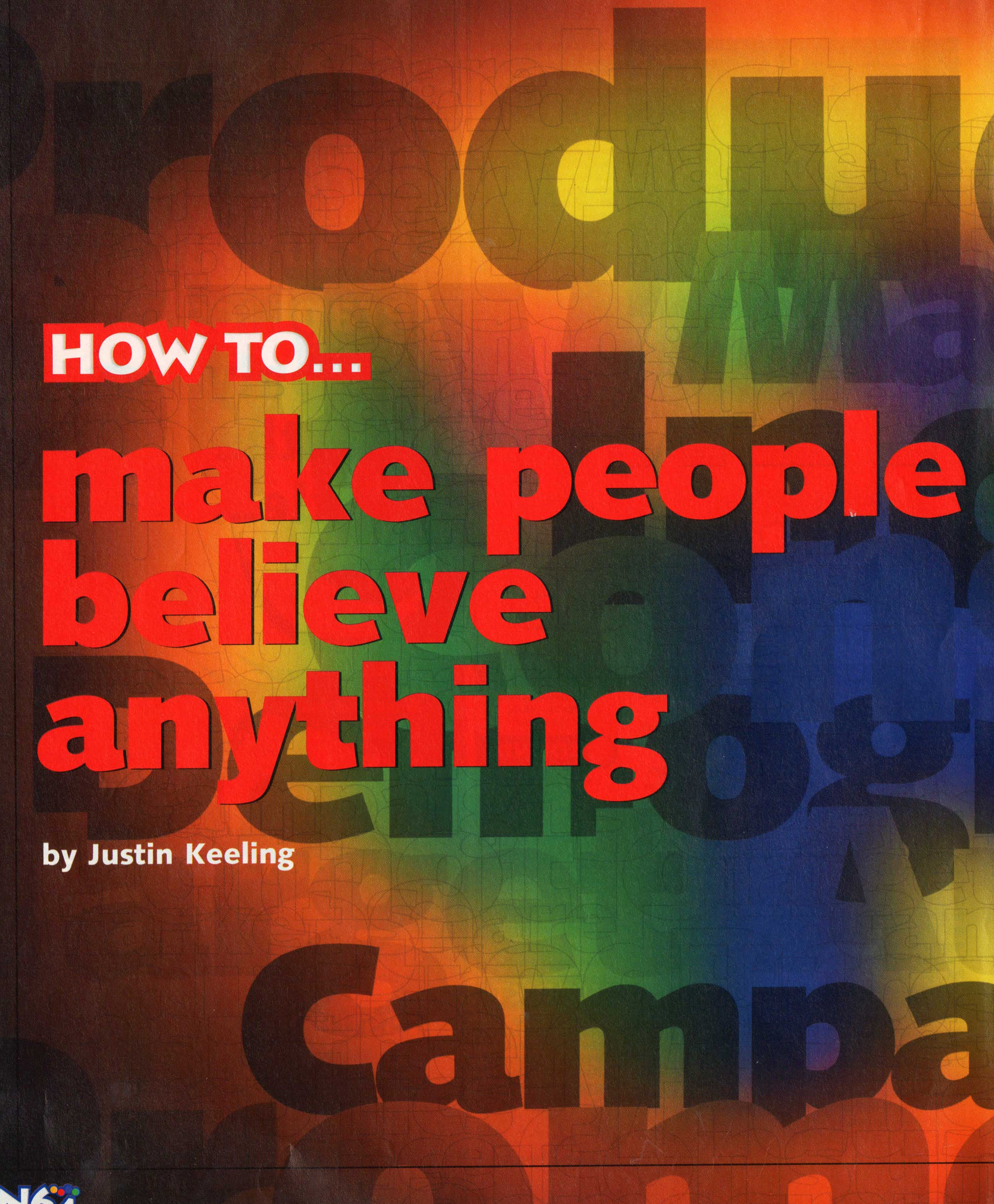


HOW TO...

make people believe anything

by Justin Keeling

While half the world's population makes things, the other half turns them into 'products' and attempts to 'sell' them to 'demographics' using 'creative' 'campaigns'. And the N64 is a product like any other. Have you become an unwitting victim of the men with pony tails?

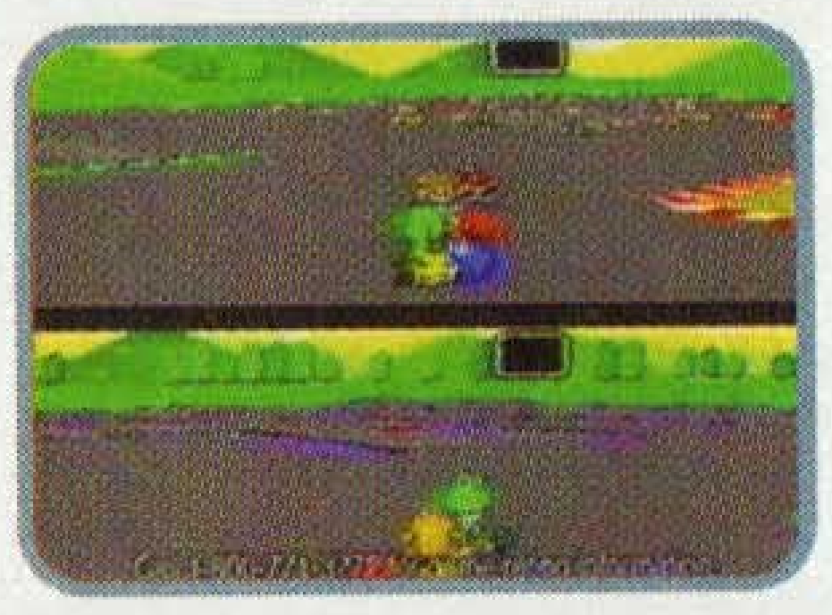
Why do the Japanese consider the PlayStation to be the trendiest thing since sliced sushi, while N64s still linger unsold in the games stores of Akihabara? And why, conversely, do Americans continue to lap up the N64 dream when, after all, it's exactly the same machine the Japanese continue to regard with suspicion from just across the Pacific?

The answer is that these days things aren't just made and then sold. What's important is what happens in between – the loose collection of processes known as 'marketing'. Some say it's the worst thing that ever happened to video games, while others trumpet it as the surest sign that our industry is finally a mature one. Whichever, in all the history of marketing, nothing has been quite as affected by this illusory process as the Nintendo 64...

GO!
GO! ▷

AMERICAN SNES ADVERT
This advert, for the US re-release of some classic SNES games, taps into their established reputations by concentrating on fast-moving extracts from the games themselves.

SUPER MARIO KART
DONKEY KONG



KIRBY'S DREAM LAND: US ADVERT
This ad, on the other hand, takes a comedy approach to what, at the time, was an all-new game.

Close your eyes and think of Nintendo. What were the first images that came into your head? That matt black, demure-looking machine that we anxiously spent over two years waiting for? Ah, that would be the famous stock photo of the Nintendo 64 and its mysterious Controller. What else? To start with, probably not much at all. Maybe some happy times gone by in front of the television playing your favourite games. But did any of you think of the phrase 'Keep road rage off the streets'? Or 'Get into it'? Probably not.

What is marketing?

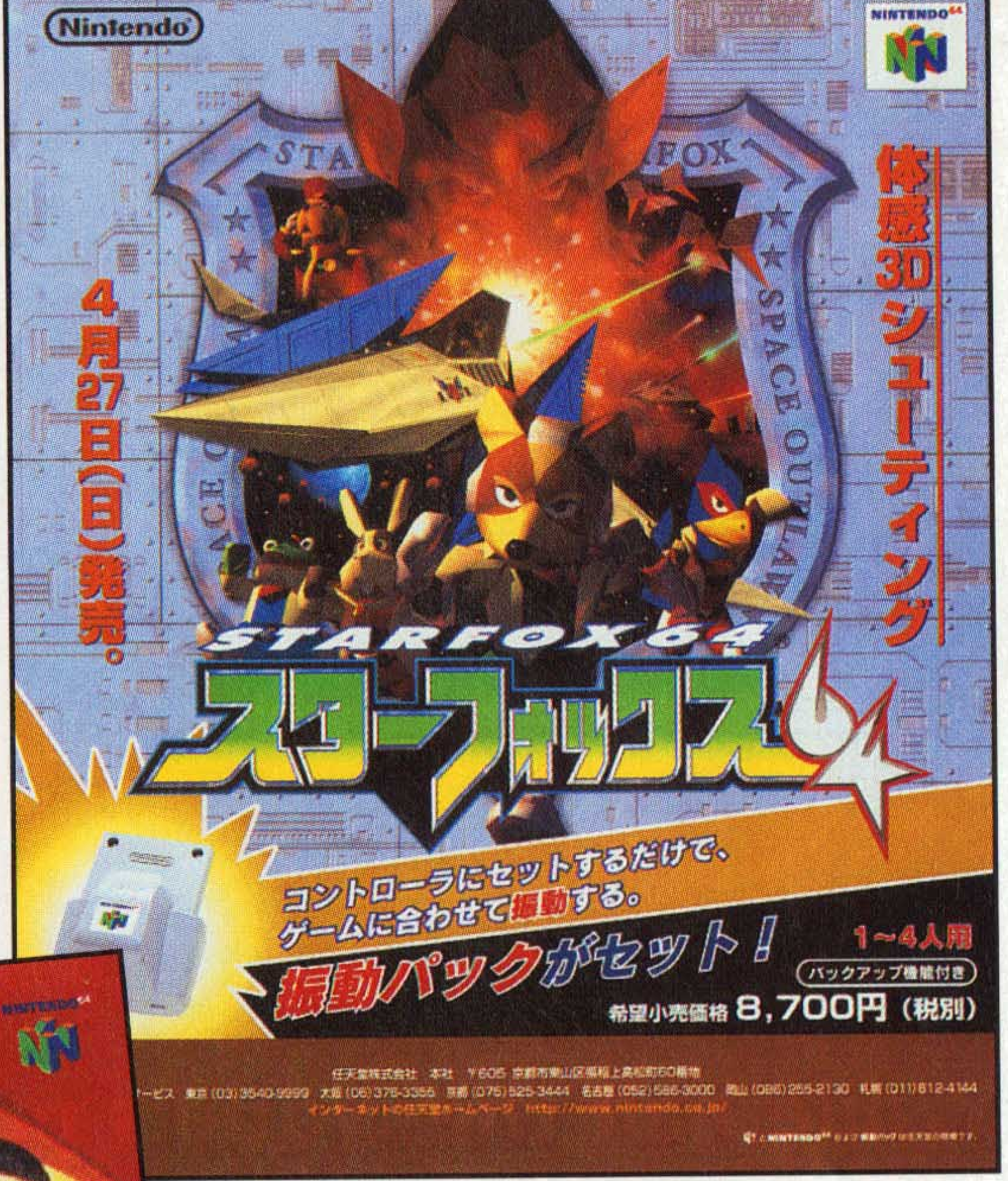
Hands up if you can define marketing. That is, actually *define* it, not just put forward a vague idea. If we did a scientific test it's likely that under 5% of the readership would be able to put their finger on the true definition, which is quite understandable, given that in a recent management poll only about the same figure of university graduates managed to get close. The reason for the confusion is that a lot of very important and clever people seem to keep coming up with their own definitions, each one a little vaguer and more all-encompassing than the last. One textbook in particular reckons that "marketing is a collection of processes that give meaning to the end result". Have you ever read such a load of rubbish in your life?

So let's keep it simple. Marketing is what companies do to try to convince us to buy their gear. A major part of this is advertising – what you see on posters, on TV and in games magazines. But there's more. Marketing departments who go by the book will consider something called 'the marketing mix', a complex recipe that includes pricing, distribution, one-off promotions, press management and much, much more. So even if you don't know what the point is exactly, you should be aware that a lot goes on behind the scenes.

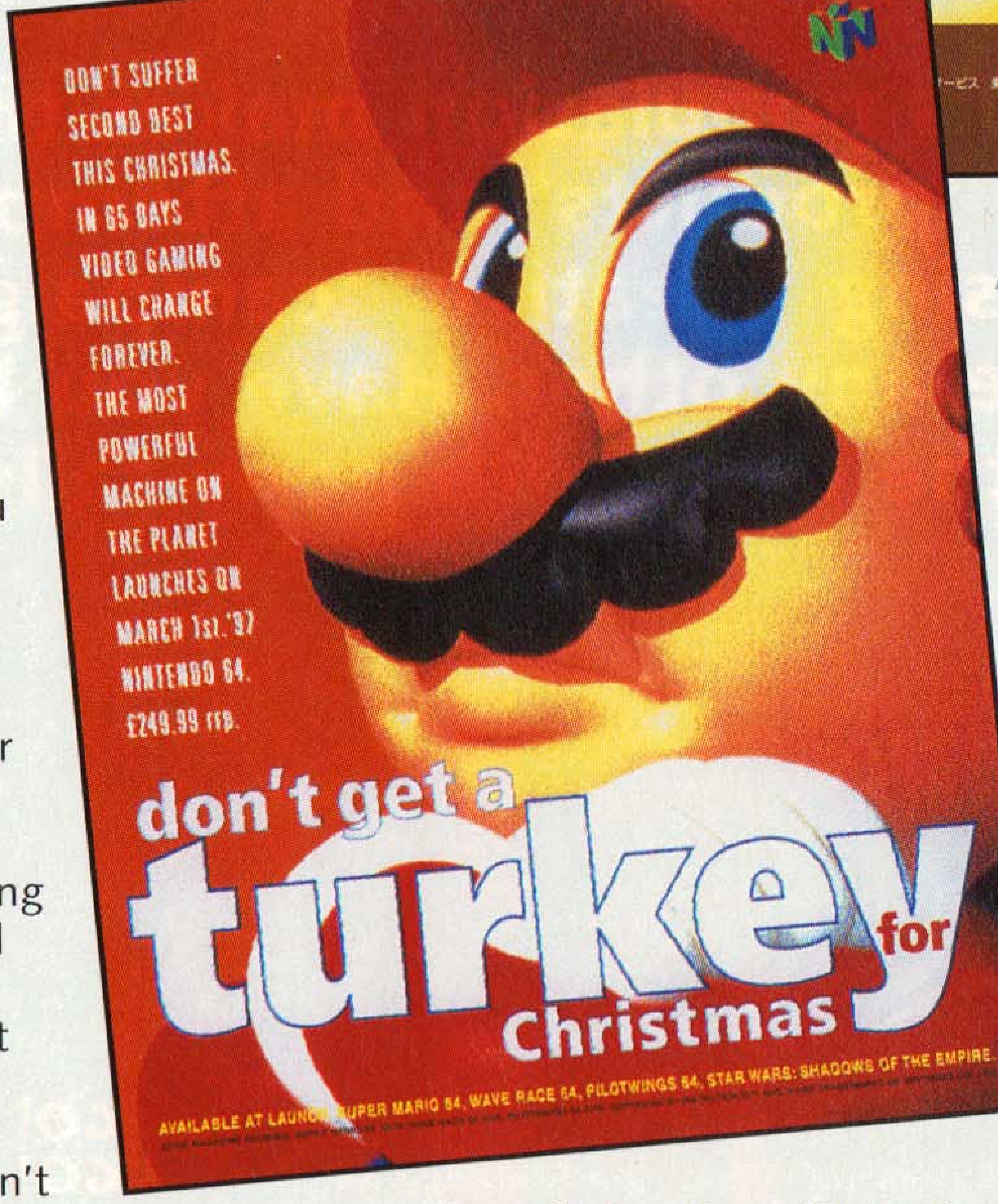
And what *is* the point, exactly?

That's a good question. And to answer it leads us into the murky realm of 'marketing objectives', a place that no-one with any sense really wants to be in for more than about 30 seconds. Basically, and as far as N64 games are concerned, it involves getting people whipped up and excited about new products. On a broader level it involves boosting brand awareness and making sure that you, the consumer, are pestering your local games retailer for weeks before the launch of a new game. So when the game actually hits, the plan is that everyone will be so eager for it they'll rush out and buy it on day one, and things will happen to the supply/demand curve that will have economics bods rubbing their hands with glee. It has a longer term function too, but that's probably enough theory for now.

In the last three months of 1996, Nintendo of America (NOA) spent $54 million (£33 million) on simply letting people know that the Nintendo 64 had arrived. That's about $50 for each machine sold there during that time. Obviously, NOA were under the impression that hyping their new machine was going to work better than just reducing the price by $50 and putting it into the shops. And they were right. In fact not just right, but stunningly, fabulously, ground-breakingly right. In a country where hype fuels culture, Nintendo 64 has been a wild success.


Nintendo
NINTENDO64
体感3Dシューティング
4月27日(日)発売。
STARFOX 64
スターフォックス64
コントローラにセットするだけで、
ゲームに合わせて振動する。
振動パックがセット!
1~4人用
バックアップ機能付き
希望小売価格 8,700円 (税別)

△ *Japanese adverts concentrate on getting their information over as simply as possible. "Starfox is out and comes with a Jolt Pak. Thank you and goodnight."*


NINTENDO64
DON'T SUFFER SECOND BEST THIS CHRISTMAS. IN 65 DAYS VIDEO GAMING WILL CHANGE FOREVER. THE MOST POWERFUL MACHINE ON THE PLANET LAUNCHES ON MARCH 1st.'97 NINTENDO 64. £249.99 rrp.
don't get a turkey for Christmas
AVAILABLE AT LAUNCH: SUPER MARIO 64, WAVE RACE 64, PILOTWINGS 64, STAR WARS: SHADOWS OF THE EMPIRE.

◁ *This UK advert uses Nintendo's most valuable asset to full effect.*

The same cannot be said for Japan. In its native country, where everyone expected Nintendo to do a veritable dance of death over the competition, the N64 has – and let's not mince words here – failed dismally. N64 software sales over the last year have accounted for less than 10% of the total games sold there, compared with nearly 70% for PlayStation, and the Sony hardware is outselling Nintendo 64 by a margin of ten to one. Why is that? Look at the games: they're the same ones being sold across the Pacific in America, but out there people are lapping it all up. What's wrong with them? What's wrong with us? What's going on?

The answer, obviously, is that people in Japan are quite different to people in the USA, and this is reflected in Nintendo's wildly different marketing approaches. There's more about how games are sold in Japan and the US a bit later on.

But what about the poor old British Isles? In our case, we don't have a real Nintendo office per se, so THE Games have been put in charge of distributing Nintendo 64 hardware and software instead. While THE Games do have a dedicated marketing team, they aren't specialists in the video game industry and so probably didn't feel comfortable with the idea of creating images and angles and all the other things necessary to win the marketing war. So instead they hired a team of specialists from the Leo Burnett advertising agency in London, and they've helped to devise all the secret ingredients in the overall brain-washing recipe that is advertising. The aims, as with any campaign, are teasingly simple:

1. Let people know about the new game.
2. Tell people how great that new game is. If it isn't actually that good, try to make people think that it is regardless. You can't very well go out and say "This game is crap. We don't think you should buy it" now can you?

The marketing plan, or 'mix', for a new N64 game starts long before THE Games get their hands on it. Different slants are thought up. Men sit around large oak tables repeating variations of catchy phrases that will go with the new game or peripheral…

"N64: Be there."
"N64: Be with it."
"N64: Get there."
"N64: I'm there."
"N64: Get with it."
"N64: Get into it."

Teams go away and think about how they should market the new game. When they come back, each has a new angle, a different slant, a more 'creative' set of ideas. Mock posters are drawn up for each and placed in a room full of 15-year-old boys, while a special team of Leo Burnett and THE Games employees watch from behind a one-way mirror. Notes are made. New ideas. More ideas. It goes on like this for a while. These are focus groups – one of the mainstays of modern marketing. Eventually, the best approach is chosen, and the posters, TV ads, press packs and other what-have-yous are sent out by the thousand.

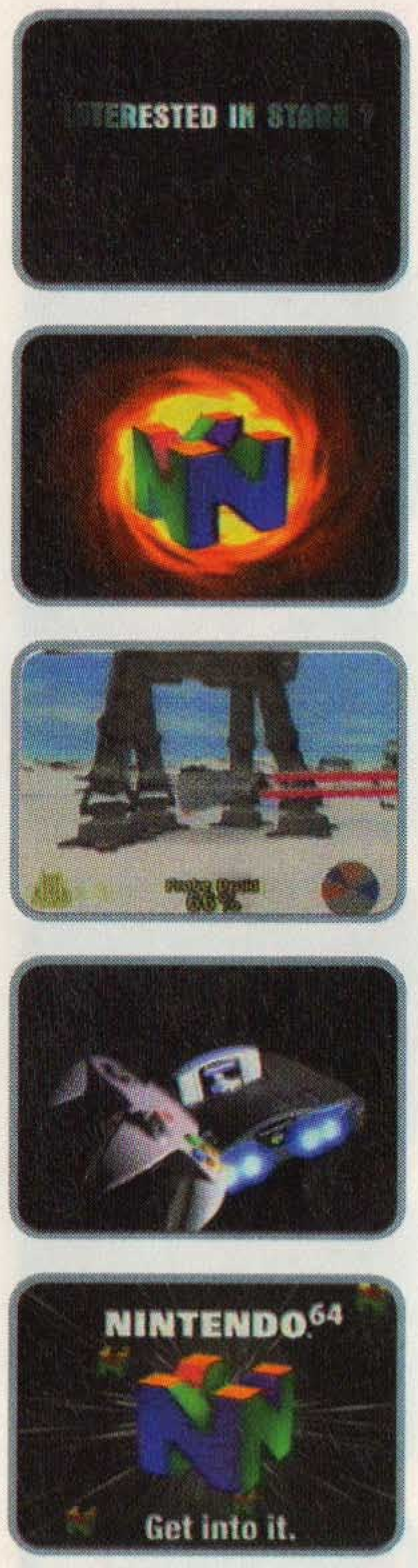
Leo who?

Leo Burnett is a specialist advertising company considered to be one of the biggest in their field. Founded in 1935 by Leo himself, their empire today sprawls across 83 offices in 71 markets internationally, although headquarters remains in their founding city of Chicago. The London office acts as the centre of operations for the whole of Europe, the Middle East and Africa. In addition to Nintendo's campaign, you may have seen their ads for the likes of Kelloggs, McVities, Gordon's gin, McDonalds and Nickelodeon, to name about 2% of their impressive client list. In fact, on strolling into the gargantuan steel and glass HQ in London's Sloane Avenue, one gets the sobering feeling that Nintendo represent a very small section of their concerns indeed.

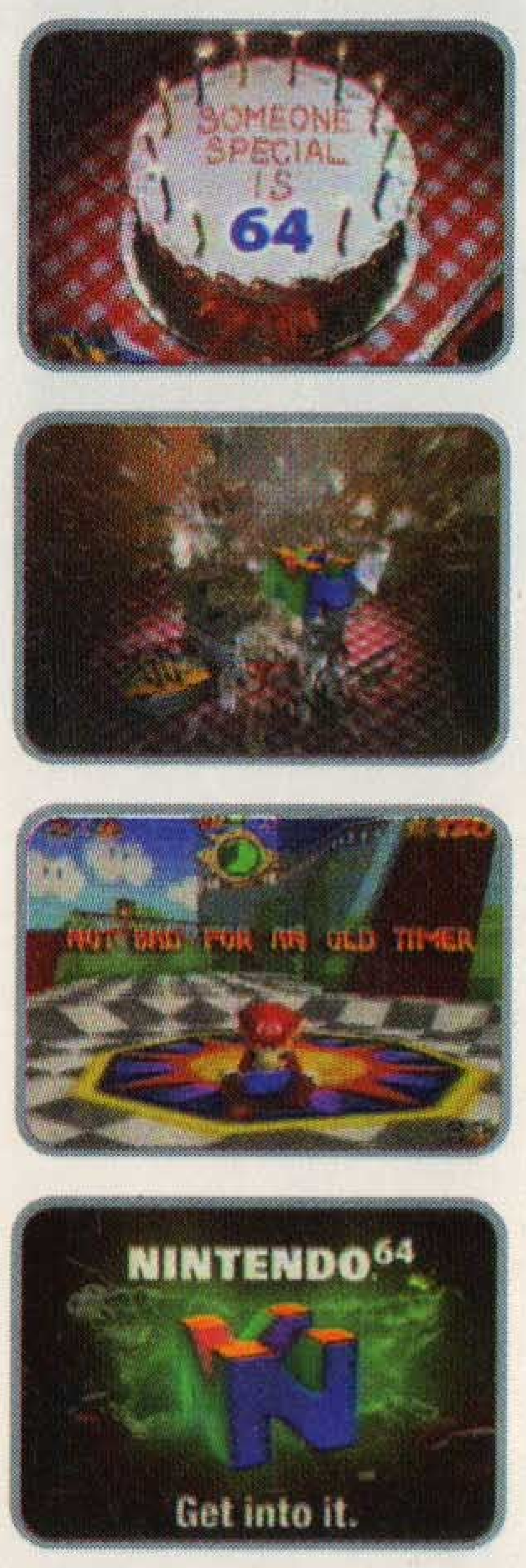
"Men sit around large oak tables repeating variations of catchy phrases"

Although Leo Burnett have been marketing Nintendo since the early SNES era, and were instrumental in launching the N64 across Europe and America, "differences in opinion as to the direction of the future campaign" have emerged, and, during the course of this feature being written, a decision has been taken to end associations between the agency and Nintendo. LB's PR manageress is keen to emphasise that the split is a mutually happy one, though of course that could just mean that both parties were mutually sick of each other. In any case, from now on THE Games are planning to handle all their N64 marketing internally, with the emphasis taken firmly off 'image creation' and back onto good old fashioned facts and figures. We'll be watching with interest.

UK N64 ADS
The first batch of UK ads each followed the same format slightly adapted for the style of the game. These ads also concentrated on in-game footage to make their point.



UK MARIO AD
Definitely the best of the bunch, the *Mario 64* ad featured an exploding birthday cake. Memorable.



The UK campaign

We've already established how each country has a fairly unique marketing campaign, thanks in part to differences in culture. As far as the UK's ad campaign is concerned, the whole Nintendo account has been headed by one Crispin Reed at Leo Burnett, a casually dapper chap with a formidable knack for speaking in corporate riddles. But, when it comes down to the real nitty-gritty of what you see in posters and on TV, 'the man' in the know is one Phil Gerrard, a fiercely ambitious Leo Burnett employee and their resident Game Head ("I did my dissertation on Nintendo vs Sega"). I asked Phil who exactly the new N64 campaigns are being aimed at. He glances briefly back over his shoulder, before leaning forward with a conspiratorial gleam in his eye.

"You know, identifying a target audience for N64 was pretty tough, as the market has changed significantly since the days when Nintendo was a major player. Sony have done a good job of growing the market by bringing back interest from older players, and they've given video games something they've never really had on this scale before – street cred and kudos. I guess that Sony realised from the off what gamers had known all along – video games are cool! Nintendo, on the other hand, is a very different brand, with a very different personality to that of Sony and we weren't about to make the same mistake that Saturn did when it launched, and ditch the fantastic heritage and expertise that it had developed in the early '90s."

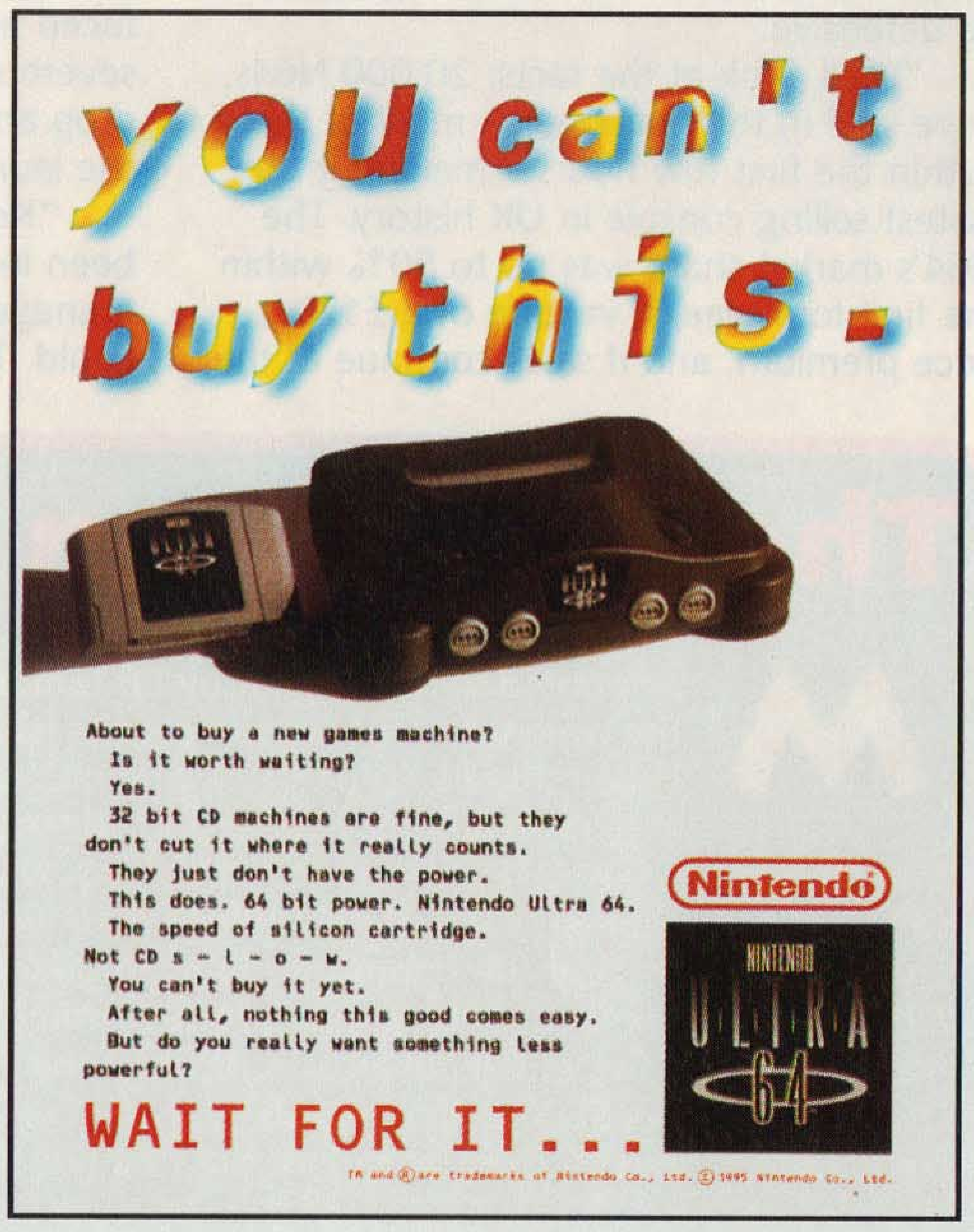
Phil thinks for a bit, and then elaborates further.

"You see Nintendo is, without doubt, a kids and teen brand which stands for colour and fun. You've only got to look at Mario and other Nintendo-published games to work that one out. I don't know what Sega were thinking when they tried to go all dark and sinister on us with the Saturn launch. What happened to Sonic? And more importantly, what happened to fun and having a laugh?

"As Sony and Sega battled it out for the elusive style-leading and 'trendy' early-adopter audience, who was thinking about the kids? That's where Nintendo come in. 12-16 year old lads will certainly be where the bulk of our marketing and advertising activity remains, unless something drastic happens in the future. It's that age group that Nintendo knows best, and it's that age group that the entire brand is built around – globally. Sure, older players will go out and buy an N64 just because it's the latest and most powerful piece of kit, but that's not where the real money is, and those people will probably go out and buy one anyway – and possibly an NTSC import – regardless of whether we make an effort to advertise it to them or not."

A good point, certainly. Early adopters and hardcore gamers were never going to be swayed much by the 'image thing' anyhow. They judge by different criteria: who the developer is, how good the game appears to be. They already have a pretty good idea about what games they're buying regardless of what magic the marketing men sprinkle over the

GO! GO!


you can't buy this.
Nintendo
NINTENDO ULTRA 64

About to buy a new games machine?
Is it worth waiting?
Yes.
32 bit CD machines are fine, but they don't cut it where it really counts.
They just don't have the power.
This does. 64 bit power. Nintendo Ultra 64.
The speed of silicon cartridge.
Not CD s - l - o - w.
You can't buy it yet.
After all, nothing this good comes easy.
But do you really want something less powerful?

WAIT FOR IT...

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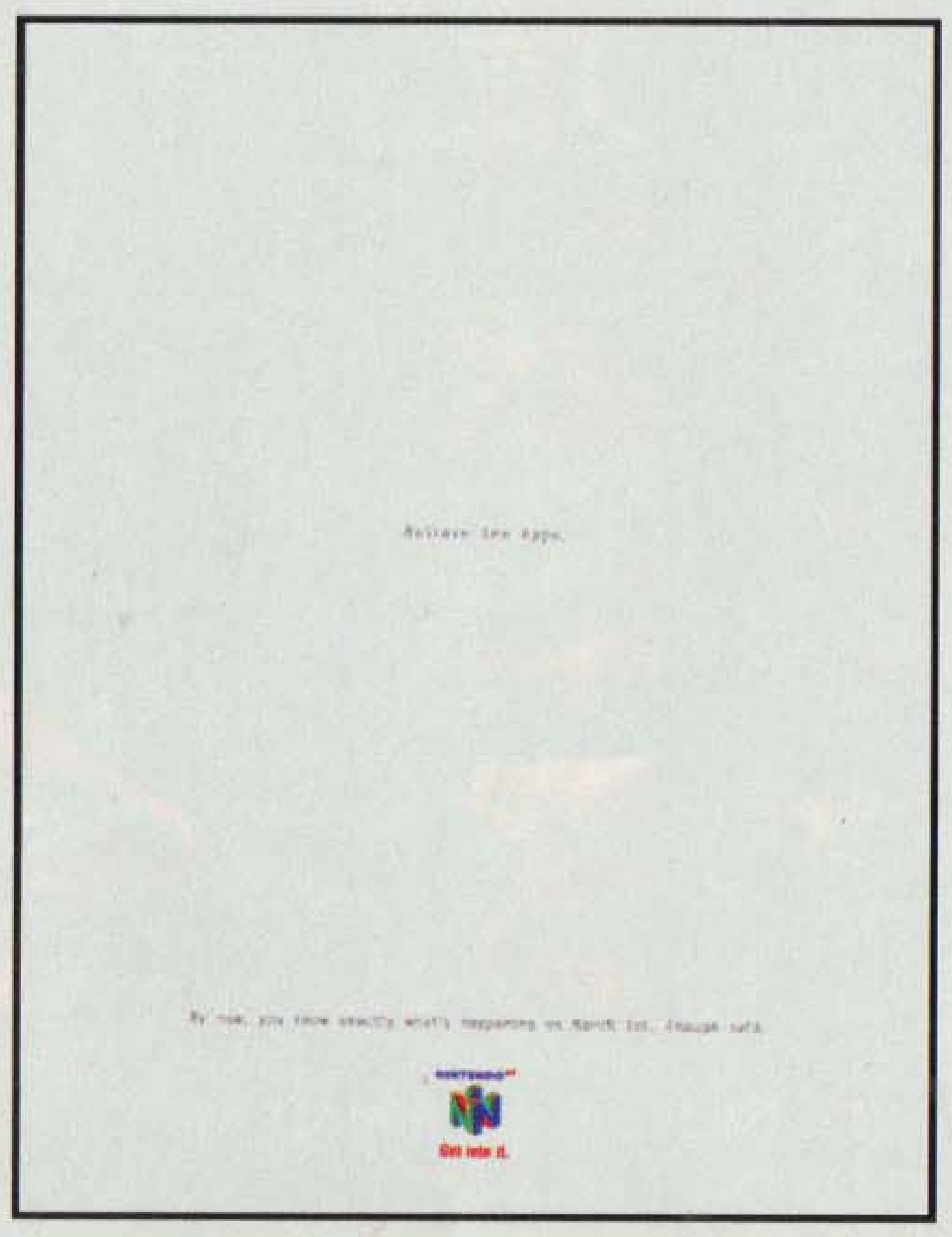
In the days when the N64 was the Ultra 64 this advert appeared absolutely everywhere.

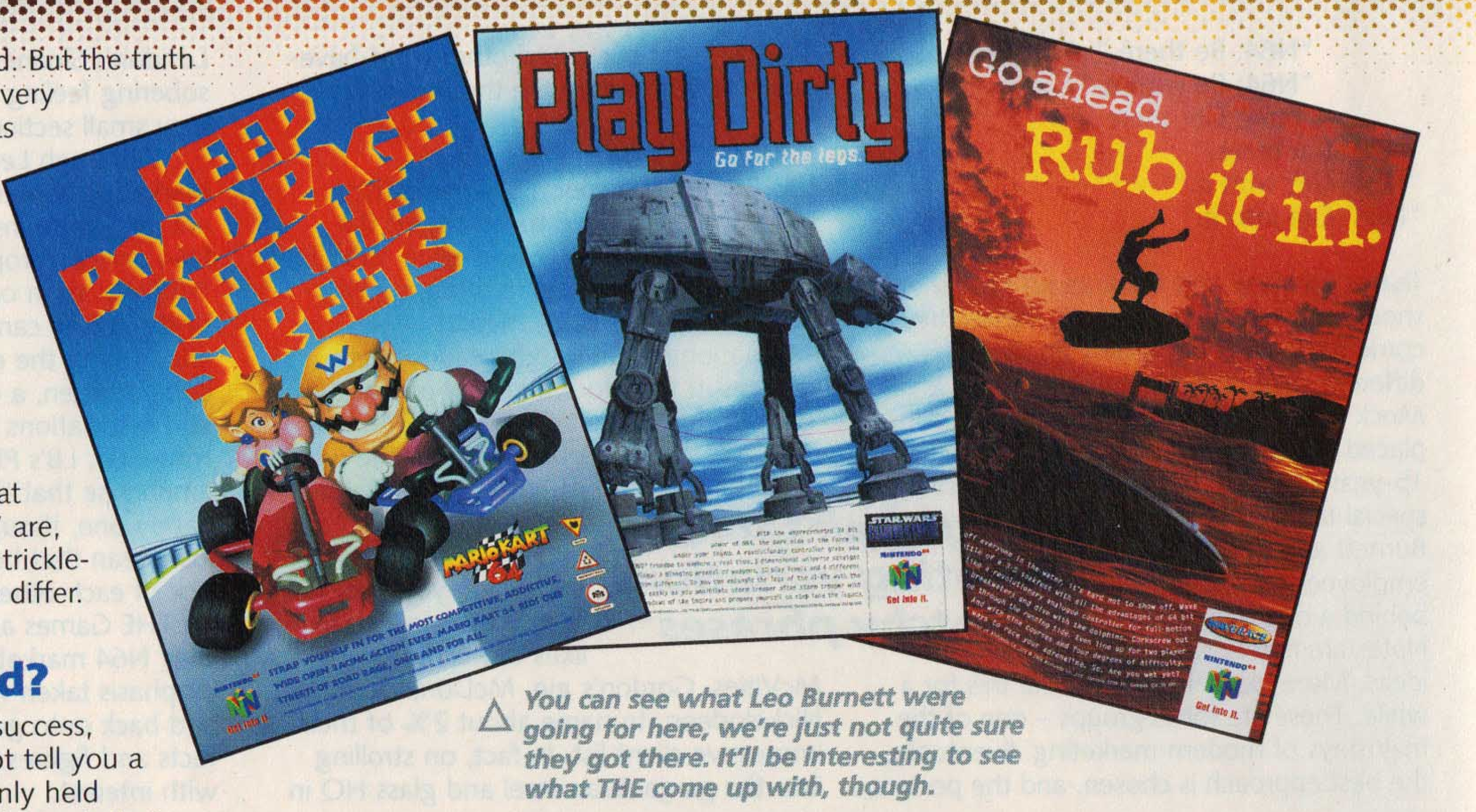

NINTENDO64
Get into it.

An example of the 'so different you have to look at it approach'. This ad was particularly striking.

US MARIO KART TV ADVERT
America got the best advert of the lot. It opens in a scary fairground and pans past a disturbing automaton Wario, before ending up in a sideshow booth where four boys have their hair re-arranged by *Mario Kart*.

Change the System

software before it's launched. But the truth is, these gamers make up a very small (though not as small as some would believe) minority in the overall consumer pie. 75% of the year's videogame business still happens in the three months leading up to Christmas, and, inevitably, much of that will be orchestrated by bewildered parents, not their kids. But while Nintendo may feel that this is where the 'big bucks' are, Sony and the other trendy 'trickle-down' theorists may beg to differ.


KEEP ROAD RAGE OFF THE STREETS
MARIO KART 64
Play Dirty
Go for the legs.
STAR WARS SHADOWS OF THE EMPIRE
Get into it.
Go ahead.
Rub it in.
Get into it.

You can see what Leo Burnett were going for here, we're just not quite sure they got there. It'll be interesting to see what THE come up with, though.

So has it worked?

As to the degree of actual success, well, everyone will no doubt tell you a different story. The commonly held perception in the games industry is that the early N64 campaign was nothing to write home about. But recently things seem to have improved with a selection of eye-catching TV and print ads. On the subject of success, Phil is naturally quick to be defensive.

"Well, look at the facts. 20,000 N64s were sold in the first week – most of those within the first few hours – making it the fastest selling console in UK history. The N64's market share was up to 50% within the first four weeks, in spite of a £120 price premium, and if sales continue at the current rate the N64's installed base will soon be higher than that of the Saturn, which is coming up to its second birthday! All of this is quite staggering, especially when you consider all the obstacles they faced prior to March 1st: lack of software, severe stock shortages and Sony's price drop announcement just two days before the launch.

"Keeping everybody happy really has been incredibly tough. I'd say they've managed it in the best way that anyone could. They received tons of flack from customers and the industry for the price drop just two months after launch but what else were they supposed to do? The N64 was bound to suffer when priced at £120 more than a PlayStation. They did the best thing all round – for the development world, for magazine publishers, for retailers and ultimately for the industry. I know it left a nasty taste in the mouths of all the people who bought an N64 at £250, but Sega and Sony were guilty of exactly the same thing when they first launched at £400 and £300 – the only

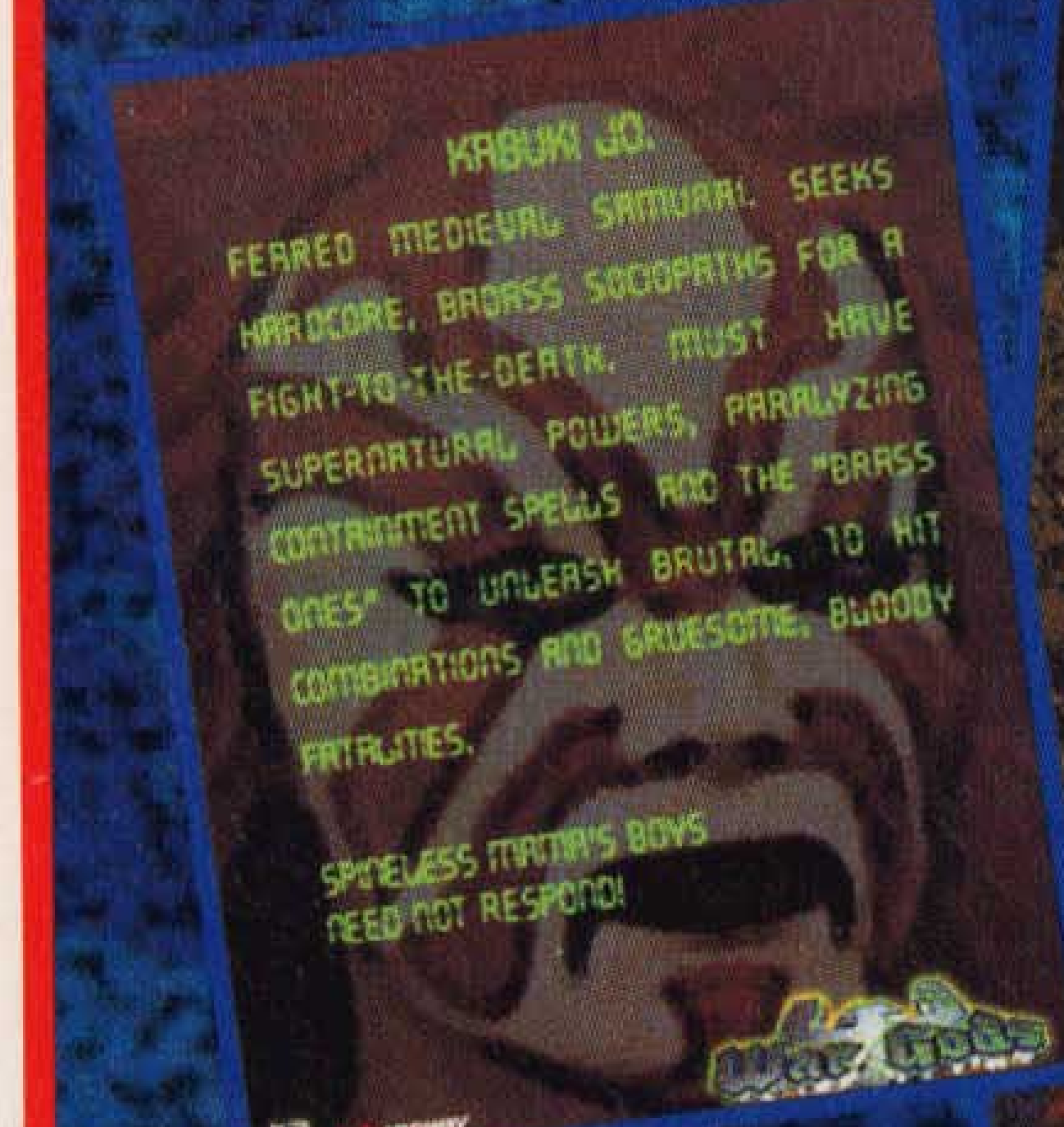
The American campaign

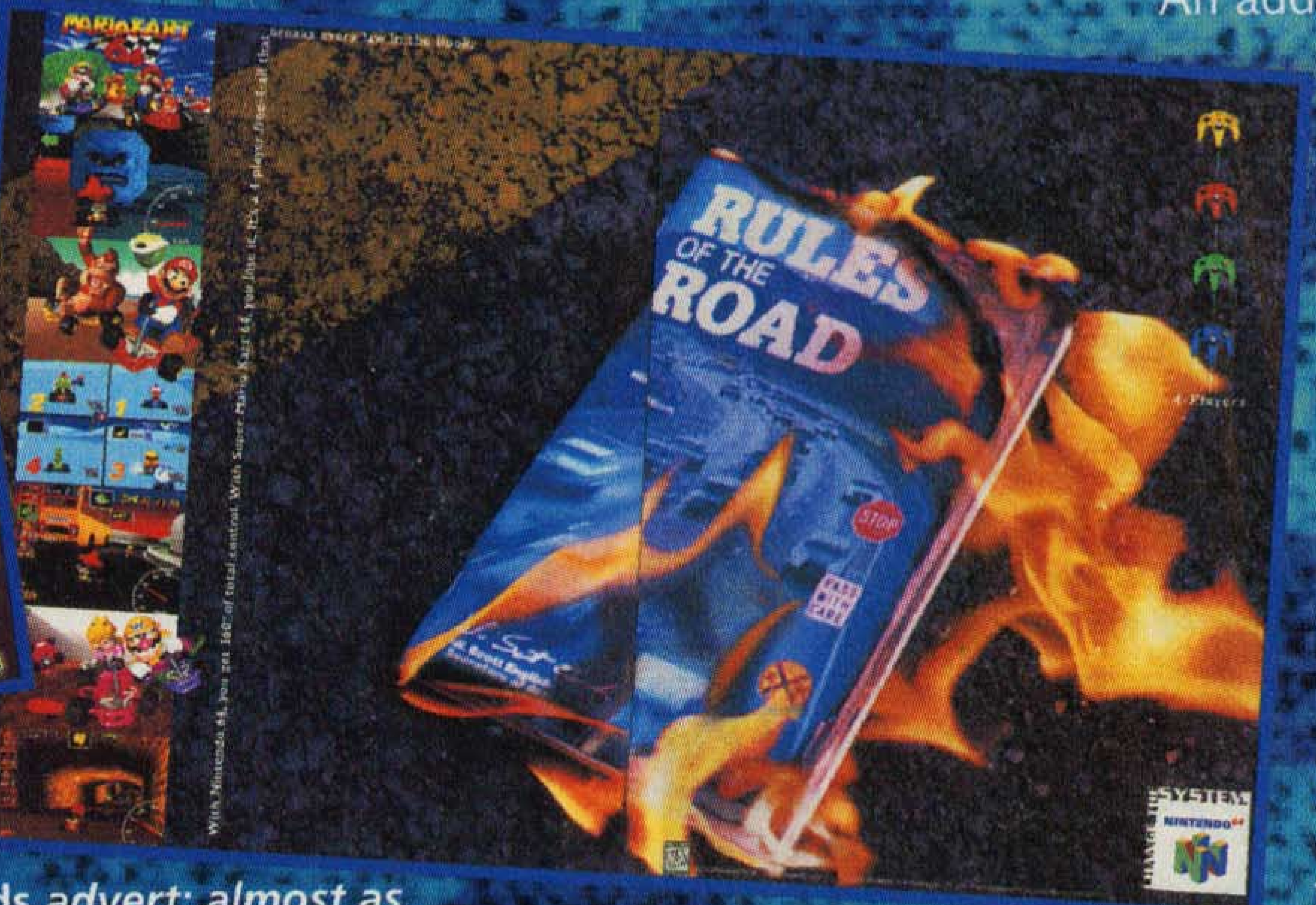
Masterminded once again by LB (amongst others), the American N64 ad campaigns have positively shone, thanks in part to a gigantic $200 million-a-year marketing budget and wizened guidance from Nintendo of America's internal ad boffins. NOA like to call their campaign all sorts of silly things, like 'wide-focus' and 'multi-reach', but the important point to understand is that a tremendous number of things go into the American marketing soup, of which advertising is only one.

So what does $200 million worth of marketing buy Nintendo every year? Well, there are the traditional ads, both broadcast and print. There are various promotional tie-ins with Nickelodeon, Kellogg's and Blockbuster, and a new one later this year with Taco Bell. And then there are good old-fashioned PR stunts, such as the bizarre go-karting party held between NOA heads Arakawa and Lincoln. The major press were, of course, cordially invited.

The rest of the money is spent on other marketing sundries, providing demo units in 'point-of-purchase locations' (or, er, 'shops') around the country and setting up dedicated online advertising. For one of the less disgraceful examples, take a look on the Internet at http://www.starfox64.com (and receive e-mail from Fox McCloud himself!)

An additional distinction is usually made between advertising for new N64 software and the actual hardware itself. New N64 titles are individually assigned marketing budgets that each reflect the game's all round bigness. Of course, the exact amount will vary from publisher to publisher, but to give you an example, *Turok* was assigned $20 million by Acclaim, and *Starfox 64* was deemed important enough to hit retail backed by $7 million of marketing. Which do you think will end up selling more in the long run? A hard one to predict, but at least as far as the US market is concerned, the answer will certainly be as much to do with generating a successful image around the title, as it will the quality of the software.


KABUKI JO.
FEARED MEDIEVAL SAMURAI. SEEKS HARDCORE, BRASS SOCIOPATHS FOR A FIGHT-TO-THE-DEATH. MUST HAVE SUPERNATURAL POWERS, PARALYZING CONTAINMENT SPELLS AND THE "BRASS ONES" TO UNLEASH BRUTAL, TO HIT COMBINATIONS AND GRUESOME, BLOODY FATALITIES.
SPINELESS MAMA'S BOYS NEED NOT RESPOND!
War Gods
MIDWAY


MARIO KART 64
RULES OF THE ROAD
NINTENDO 64

Midway's War Gods advert: almost as good as the game.

difference was that N64 owners weren't expecting it to happen so soon."

Is the UK really that different from America or Japan?

Well, yes and no. Of course, there are several universals that apply to all markets: certain licenses and sequels will inevitably be more 'marketable' than others (ie, everything by Miyamoto), as are particular types of game (beat-'em-ups, racing games, the major sports). Quality software also has a habit of subtly creating its own hype, in the form of positive industry buzz which really does trickle down to the public via word of mouth and the more easily impressed magazine editors.

But what differs (and dramatically, as we'll see later) is the creative offensive that Nintendo goes on when presenting new titles to the public. In America for example, games are almost exclusively marketed as 'tuff', whereas in Japan the dominant creative force for advertising is that of quirky humour (although the 'tuff' approach is fast becoming fashionable amongst Japanese ad agencies). Somewhat predictably, Phil has an opinion on this front too.

"In the US, Nintendo is a very, very powerful brand, much bigger than in the UK thanks to the outstanding success of the NES and the Famicom back in the late '80s and early '90s. In its heyday it was reported that a Nintendo console of some sort was in over a third of US households with kids. Sega were practically nowhere in comparison, unlike in the UK. It's that familiarity, awareness and real mass market domination – even grannies play Nintendo in America – that has paved the way for the outstanding level of success that the N64 has experienced in the US market. In America, Nintendo is right up there with the likes of Disney and Coca Cola. Its amazing popularity has certainly made it much harder for a newcomer like Sony to simply walk in and take over."

> **"In America, Nintendo is right up there with the likes of Disney..."**

Fair enough. But the fact is, Sony have pretty much gone and done exactly that. And while the amazing success of the PlayStation in Japan hasn't quite been repeated to the same extent in the US, a lot of credit must be given to Sony for making the 32-bit market their own, and getting it right more or less from the very beginning. Of course, the N64 phenomenon is now in full force in the States, even enjoying public praise from such luminaries as Steven Spielberg (who actually rang up Howard Lincoln in the Christmas '96 rush in a desperate bid to get hold of the new machine).

Regarding the Japanese and UK markets, Phil happily elaborates for us once more.

GO! GO!

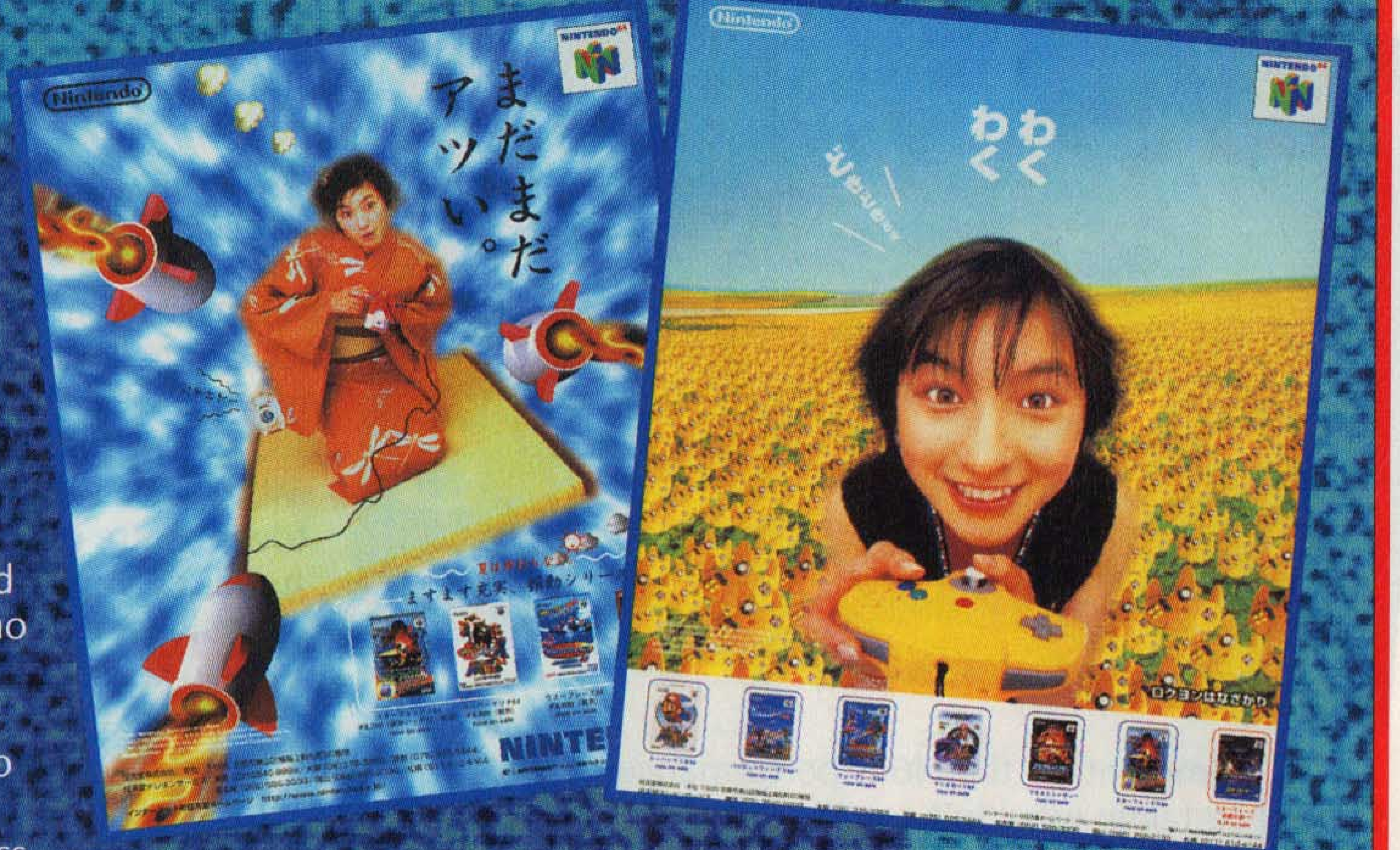
The Japanese campaign

The Japanese marketing campaign is shrouded in mystery. Okay it isn't. It's just trickier than usual to decode NCL's press releases because they're not in English. But who needs that corporate hot air anyway?

Videogame advertising in Japan is best described as... different. And occasionally even just plain weird. Of course, weirdness is utterly subjective and no doubt the Japanese let out a collective "Uh?" when Nintendo of America put a baseball cap on Kirby and actually tried to market him as a tough guy. Obviously, there are visible differences in culture.

The N64 itself kicked off with what most people would describe as a rather understated ad campaign. There was no particular angle, no fancy image creation and the rest of it. Just a plain white photo, with a blandly rendered image of Mario standing over an even blander aerial black 'Nintendo 64' logo. Some other blurb lurked shyly underneath, obviously trying its best not to disturb the general blandness of the proceedings. But then again, nothing fancy was really needed. Nintendo had ruled Japan for years, and now they had a new system that in theory was the most amazing thing in the history of the world. It had what everyone was calling the greatest game ever. And it had Shogi. How could it fail? Answer – it could not. As Peter Main once generously pointed out, the damn thing would just sell itself. And it did. For a little while.

The campaign has grown more prominent since then, but it's still curious how many of the N64 'event' games are so under-marketed. Both *Wave Race 64* and *Mario Kart 64* – essential titles in the N64 release schedule – graced far fewer back magazine covers and billboards than games of lesser stature on competing systems. Certainly Nintendo loyalists were surprised back in December 1996, the week that *Mario Kart 64* shipped. The back page of weekly Japanese video game bible Famitsu (always reserved for THE's most anticipated soon-to-be-released game) carried ads for a PlayStation horse racing sim throughout the peak month that *Mario Kart* was selling. Although Nintendo Japan may like to argue that this was simply a matter of subtle understatement, it was certainly a move that was pondered amongst the Japanese games press and gamesplaying public alike and many people were left with the odd impression that Nintendo didn't really give a monkey's.


Nintendo
NINTENDO 64
まだまだアツい。
わくわく

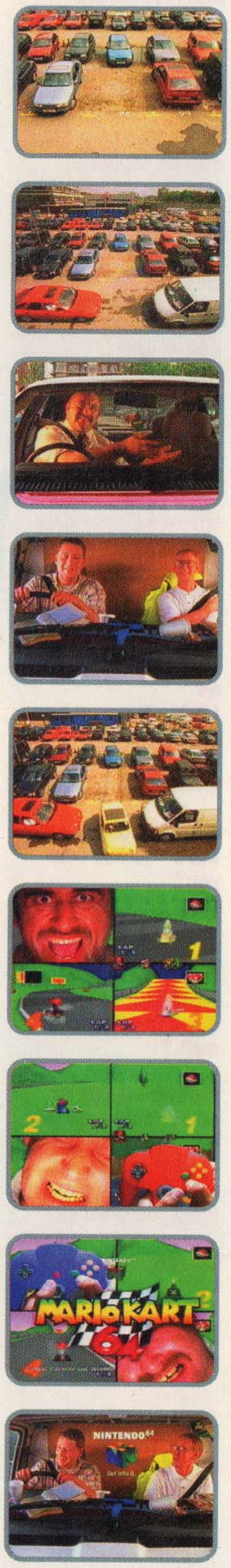
△ *Macho ads are out in Japan. Things are done with a little more grace here.*

Of greater success was Nintendo's second promotional ploy for *Mario Kart 64*: the organisation of a National *Mario Kart 64* contest, with elaborate goodies such as gold N64 controllers and free machines up for grabs. This is something which the Japanese are usually far more comfortable with, and it prompted something of a mini-hysteria, with thousands of players duly shaving milliseconds off their Mario Circuit times. One report detailed the plight of a particularly sorry gamer who, after boasting to his friends about his amazing *Mario Kart* time, woke up the next day to find that his house had been broken into and his cartridge stolen.

More recently, Nintendo Japan have orchestrated a much better campaign – employing the nubile talents of cute Japanese teeny-bop idol Hirose Yoko to promote both *Starfox 64* and the N64 in general. One of the TV ads sees her getting, ahem, all excited about the potential of the Rumble Pak. This, as predicted, has certainly received a much more enthusiastic response from the Japanese gameplaying public. Another of the ads features said nymphet playing in a field of sunflowers, which, on closer inspection, actually turns out to be a field of yellow N64 controllers on stalks.

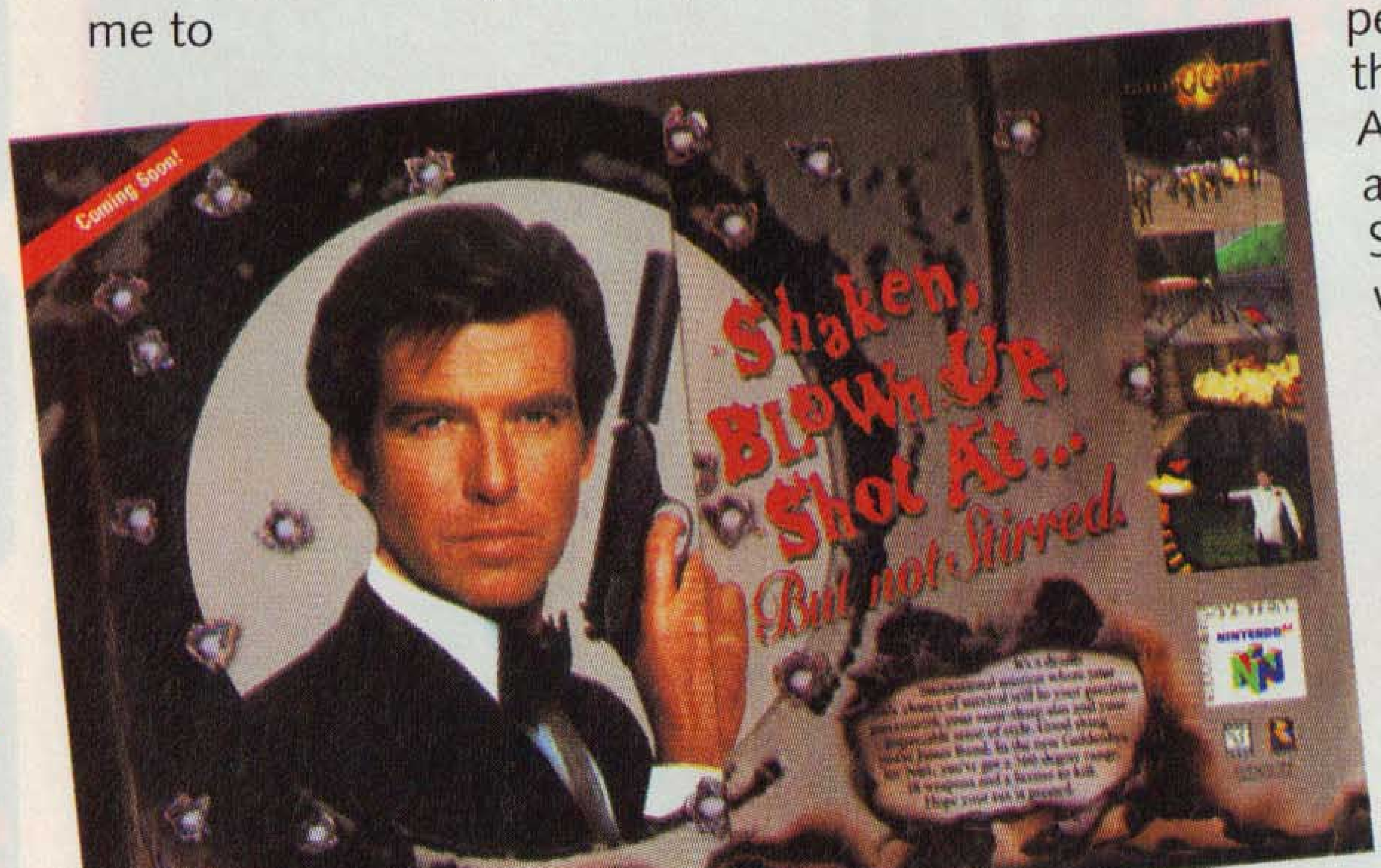
UK MARIO KART TV ADVERT

A case of 'almost but somehow not quite' for this one. Two drivers courteously offer one another an empty parking space. They have it stolen by a speedy *Mario Karter* in a yellow Fiat 126. Belly laughs all round, then.



"In the UK it's been a slightly different story, with Nintendo always having to compete more aggressively with the competition – Sega in the old days, and now head-to-head with Sony. From a marketing and advertising point of view, US consumers are obviously pretty different to gamers in the UK, so we naturally have had to adopt a slightly different strategy. The Nintendo brand personality is pretty much the same world-wide, but each individual market is faced with a different set of marketing challenges. Therefore, simply running the US TV commercials in the UK is often not the best route to take. We looked at doing this prior to March 1st when we tested the US launch ads with several groups from our target audience. The reaction we got back surprised us all, with our audience rejecting the strong 'American-ness'. However, having said this, just because the work from the US hasn't been right for the UK market to date, isn't to say we won't consider it in the future and we work closely with our Leo Burnett office in Chicago to identify any such opportunities.

"And as for Japan, well, it's difficult for me to comment on the N64s performance there. I certainly wouldn't say it's doing badly. Sure, it's had a slower start than in the US but I'd put that down to lack of software more than anything else, and definitely not a poorly judged marketing strategy. Once some more games are released, and a few more strong third party titles hit the market, I'm sure we'll see Nintendo regain the lost ground – and very quickly.



Have we got your attention? The wacky world of N64 PR stunts

These are the one-offs, designed to cause a stir, create publicity, make a splash. A classic example would be Sega projecting a 100 foot image of two characters from *Virtua Fighter* onto the Houses of Parliament during the Major vs Redwood leadership contest. They don't all have to be this brash of course, some are subtle and well thought-out but create just as much of a stir. The *Mario Kart 64* time trial competitions held across Japan and the US were essentially PR stunts, and ones that worked well to promote the game in their national contexts. Of less value perhaps, was the stunt involving NOA heads Arakawa and Lincoln go-karting around the NOA parking lot in Seattle. Arakawa won by a whisker by the way.

Then there was *Turok*. Not content with a 'conventional' $20 million marketing push, Acclaim teamed up with the mayor of their hometown and declared Turok Day, complete with a carnival through the town centre in the game's honour. Even more ambitious, perhaps, is the way in which NOA have increasingly started to market 'door to door'. Nintendo Power subscribers (readers of the official Nintendo magazine in the US, with a circulation of millions) were each mailed a free VHS tape showing upcoming attractions on the N64 – an expensive and unheard of gift (outside of **N64** Magazine's star issue 1, of course). And from *GoldenEye 007* onwards, all NP subscribers will also have free info packs mailed out to them for each major Nintendo game, as and when they happen.

But for really hardcore PR stuntage, Japan is still where it's at. Were any of you unlucky enough to be in central Tokyo for the launch of Sega Saturn a few years back? If so, you'd have been repeatedly accosted by coneheaded freaks begging you to travel with them to Planet Saturn. Sounds a bit Heaven's Gateish. However, in line with the overall understatedness of the Japanese N64 campaign so far, the wacky PR stunts there have been pretty thin on the ground. Leave it to Konami then, to dress up some poor bloke last month as Goemon the Warrior and (what else) have him wander the streets of Tokyo accosting random people. Konami also managed to persuade McDonald's to feature little Goemons on their placemats. And a local TV station played some footage of the guy in the Goeman suit settling down to a haircut. Most people agree it was a slow news week.

> "Acclaim... declared Turok Day, complete with a carnival"

Particularly popular with Japanese youngsters is a Nintendo-sponsored TV game show called '64 Mario Club'. It features four teams of two kids each, plus a moderately famous Japanese celeb on each team who usually does nothing but screw up the kids' chances. Each team is tested on N64 trivia before fighting it out on *Mario Kart 64* to determine the ultimate weekly champion. It's not bad in a Day-Glo, forced-smiles kind of way.

And over here?

Not much to report in old Blighty, though. THE Games did not see fit to splash out for the release of *Mario Kart 64*, instead selected games journos were treated to an afternoon's go-karting. After watching the antics in America and Japan we could do with something a bit more imaginative. Trip to Saturn, anyone?

THOSE N64 TAGLINES IN FULL!

The Hardware: **N64**
UK: **"Get into it."**
USA: **"Change the system."**

GAME: ***Mario Kart 64***
UK: **"Keep road rage off the streets!"**
USA: **"It's a 4-player free-4-all that breaks every law in the book!"**

GAME: ***Wave Race 64***
UK: **"Go ahead. Rub it in."**
USA: **"Caution: Track may be slippery."**

GAME: ***Turok: Dinosaur Hunter***
UK: **"Make dinosaurs extinct again."**
USA: **"Dinosaur hunting season opens March '97"**

GAME: ***Shadows of the Empire***
UK: **"Play dirty. Go for the legs."**
USA: **"They'll be armed with the dark side of the Force. Fortunately, you've got a rotating thumb." (eh?)**

GAME: ***Super Mario 64***
USA: **"The way he moves now, you better have a double-jointed thumb!"**

GAME: ***Doom 64***
USA: **"To hell with you."**

GAME: ***Clayfighter 63 1/3***
USA: **"They have been born of fire – hopefully they won't melt."**

GAME: ***Starfox 64***
USA: **"Soon you will be able to feel the full impact of space combat. The question is do you want to?"**

GAME: ***GoldenEye 007***
USA: **"Shaken, blown up, shot at, but not stirred."**

	UK	USA	JAPAN
TOTAL POPULATION	59 million	250 million	130 million
NINTENDO'S MARKETING SPEND/YEAR	£6 million	£125 million	"We cannot say"
N64 UNITS SOLD	260,000	2.5 million	2.5 million
WHO'S RESPONSIBLE	LB/THE Games	NOA marketing team/LB	NCL Internal Marketing Department
MARKETING APPROACH	Young boy culture, now moving over to facts and figures.	N64 is tough. Really.	Wacky humour. Failing that, bring on the schoolgirls.
MAJOR FAILURES	"You can't buy this!"	Failed to stop people buying the abysmal *Cruisin' USA*.	*Go Go!! Troublemakers* – great game, no ads. Didn't even make the top 30 software sales the week it shipped...
MAJOR SUCCESSES	Bringing us PAL *ISS64* weeks prior to the USA.	Just about everything.	*Starfox 64* – one of the fastest selling videogames of recent times in Japan.

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*No.1 Company Input Devices, Chart-Track September 1997.

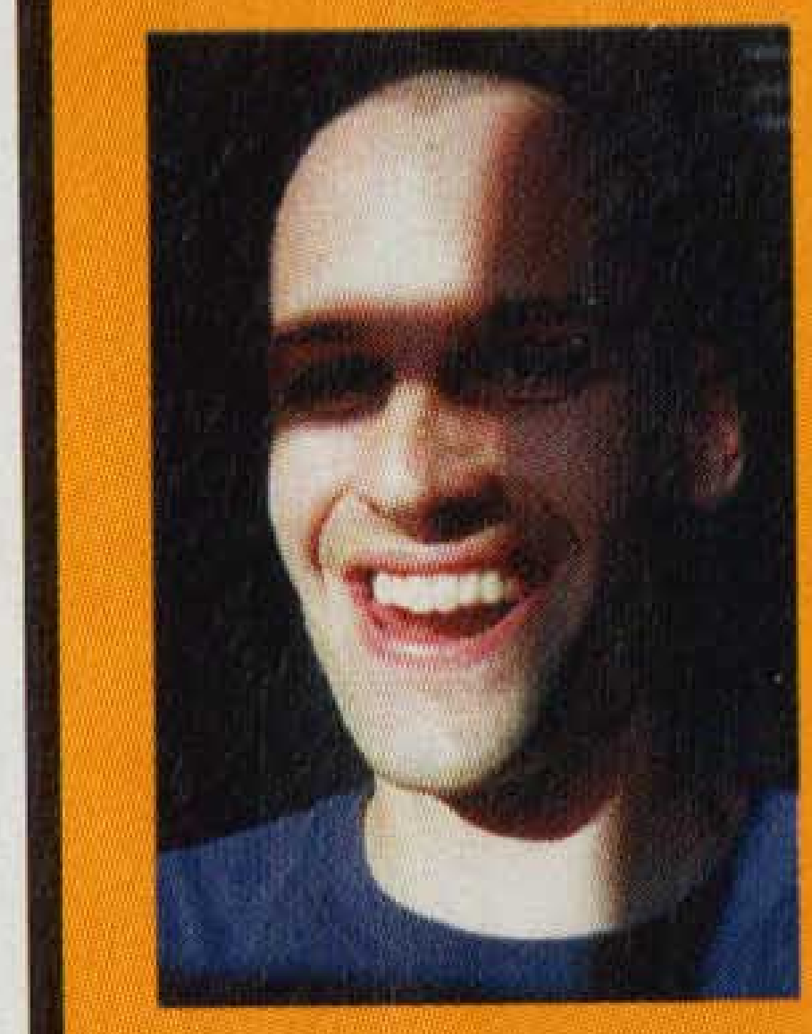
The qualifying times are in! The final has been fought! And the N64 *Mario Kart* Championship trophy has been awarded to the finest *Mario Kart* player in Europe! But it was a close-run thing...

N64 MAGAZINE
MARIO KART 64
CHAMPIONSHIP WINNER

The N64 Magazine Mario Kart 64 Championship

The Final

The Finalists



Rob Pierce of Salisbury was the only entrant to manage a sub-01'03 time, with his blinding 1'02"72 leaving him a full half a second clear of the nearest challenger. But then, as he's currently 'seeking work' as an artist, he's got plenty of time to practice his wall-hopping skills. Rob prefers to play as Yoshi.

Toad fan **Kit Woodman of Taunton** confessed he'd had to give up karting on Mario Raceway some days prior to the final because it was "messing with his head". Would his *Mario Kart* technique have got rusty since producing his fiery second-on-the-grid time of 01'03"23? And would his eccentric insistence on using his lucky SharkPad Pro pay off?

Driving all the way down to Bath from Cumbria for the big day, **Tom Pepin of Alston** had managed to resist the temptation to powerslide around the slip-road off the M5. But the finesse that bought him a qualifying time of 01'03"38 may well have been dulled by all that motorway travel. His character of choice is Princess Daisy. ("Not a word," he warned.)

The Plan

There's more to being a great* Mario Kart 64 *player than simply being able to drive around Mario Raceway extremely quickly. So after much debate we came up with a scheme that would test the full spectrum of our three finalists' karting abilities.

Round 1: Mario Raceway Time Trial

But we had to start off on Mario Raceway, of course. As we didn't have all night, though, wall-hopping was outlawed, and just two 'retries' would be permitted.

Points at stake: 1

Round 2: Koopa Troopa Beach Time Trial

Another of *MK64*'s great Time Trial circuits, Koopa Trooper Beach features that tricky short cut through the rock that can save many seconds but also spell disaster if it's mis-timed.

Points at stake: 1

Round 3: Bowser's Castle Time Trial

Those Thwomps have probably provoked more Anglo-Saxon rhetoric in the **N64** Magazine office than any other single species. Would our finalists be able to retain their ice-cool demeanours?

Points at stake: 1

Round 4: Mystery multi-player final

And finally, to really test our contenders' mettle, we'd be throwing them together into a multiplayer battle. And we'd keep its exact nature a secret until the very last moment.

Points at stake: 2

What Happened

Round 1

Not being able to jump over the wall temporarily flummoxed our contenders. "I'm not sure I actually know what's round the other side of the track," Rob admitted. Tom was up first, though, and was mini-turbo-ing superbly where you wouldn't think it was possible to mini-turbo when he blew it on the last bend. He just managed to hit 'Retry' before crossing the line and was able to recover and produce a final time of 01'37"41. Rob and Kit did their best to counter it, but could only manage 01'39"18 and 01'38"13 respectively.

Standings: Rob – 0, Kit – 0, Tom – 1

Round 2

It was Kit to go first this time, and there was much oohing and ahhing as he twice messed up the short cut on the last lap. Having exhausted both his retries, he succumbed to the pressure on his final lap and used his last mushroom to be sure of clearing the jump rather than saving it to zoom across the bay at the end. The result: a swift 1'47"35. Rob was up next and crumbled, crashing into the cliffs on the first bend on every attempt and failing to turn in a final time at all. Tom did little better, making it as far as the short cut but then blowing it three times in a row. He, too, didn't reach the finish line. A point to Kit, then.

Standings: Rob – 0, Kit – 1, Tom – 1

Round 3

With both retries expended, a disastrous collision with a wall cost Rob many seconds on the first lap of his third attempt. Despite rallying bravely, his time of 02'31"64 didn't look hopeful. And, indeed, Tom's 02'27"36 clobbered it decisively. But for the second time in a row it was Kit who really came up with the goods, managing to powerslide between the Thwomps as if they weren't there at all. His final time of 02'25"53 earned him a round of applause and his second point of the afternoon.

Standings: Rob – 0, Kit – 2, Tom – 1

So we entered our mystery final round in an interesting position. Although Kit was leading there were still two points at stake, so Tom could overtake him if he was to come out top this time around. And Rob, too, could theoretically force a draw if he took the two points. There was, as they say, everything still to play for.

Round 4

And the mystery decider would be... *Diddy Kong Racing*. Not *Mario Kart* at all. This was the first time our finalists (and, indeed, anyone outside Rare and a couple of magazines) had clamped eyes on Rare's forthcoming Meisterwork, so it would test their kart-handling abilities to the full. James did a demonstration lap of *DKR*'s Crescent Island course and then, after a brief familiarisation period, our finalists were let loose. Tom got the hang of *DKR*'s unusual power-up system the quickest and gave Kit some severe hassle with homing missiles, but it was Rob (playing, slightly embarrassingly, as Pipsy the Mouse) who'd been paying closest attention to James' demonstration. He headed straight for the speed-up arrows, streaking ahead of the others and staying in the lead right up to the finish line.

Standings: Rob – 2, Kit – 2, Tom – 1

A draw! This wasn't meant to happen. What now? Searching through the official N64 Magazine Rule Book (which guides every minute of our lives), we discovered, in the section on championships, Directive 409, sub-section D, paragraph (ii), which states: "In the event of a tie after the final round, the winner shall be decided by a sudden death play-off involving James."

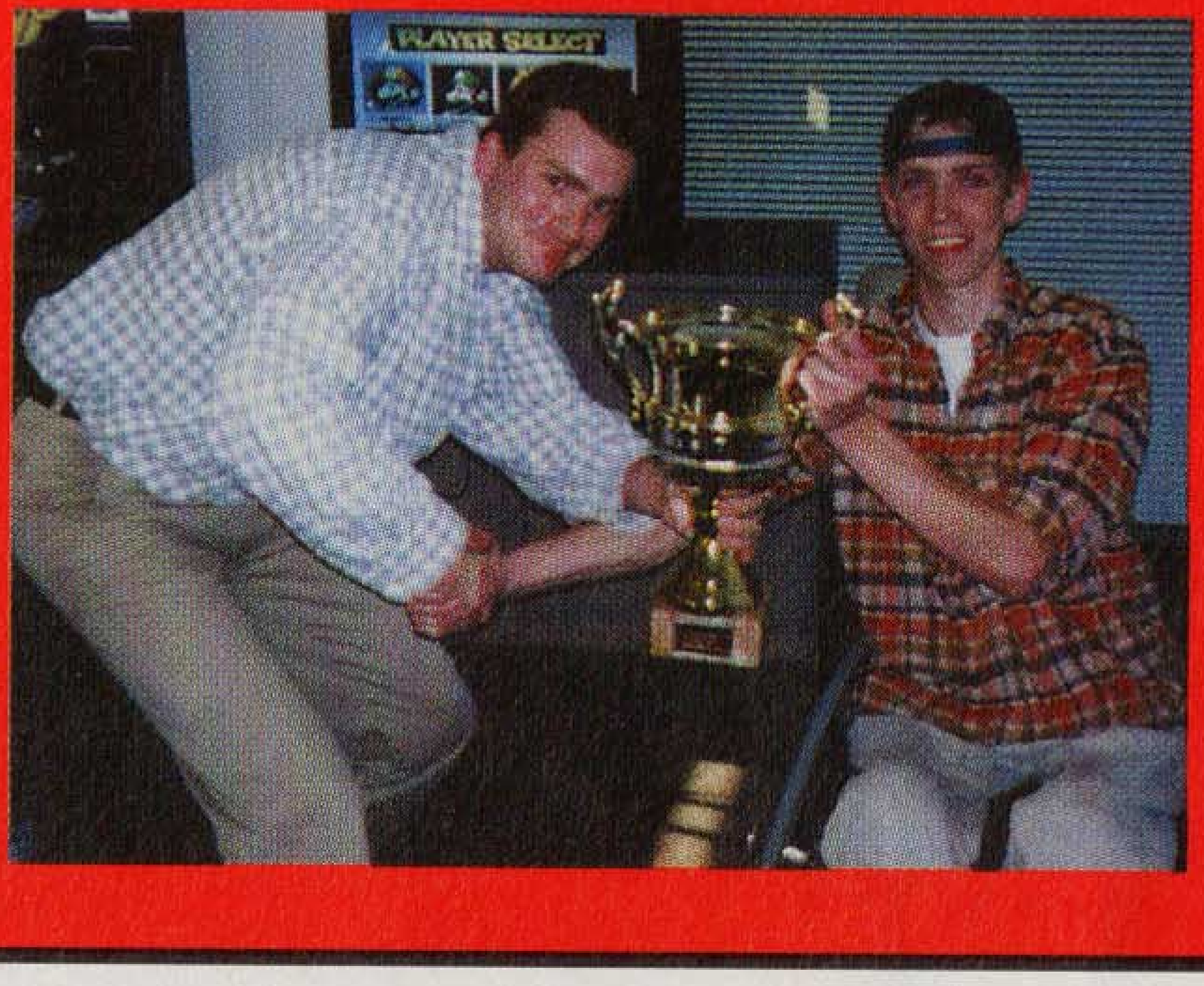
Sudden death play-off

And where better to die suddenly than Wario Stadium? With its accident-prone ramp towards the end of the track, and James bringing up the rear with Thunderbolts blazing, anyone could potentially take home our gold-effect-style trophy.

James didn't manage to find any Thunderbolts as it happened, though, allowing the previously beleaguered Tom to creep towards the front as Wario Stadium's lengthy laps progressed. And his lead steadily increased as Kit and Rob exchanged Red Shells furiously. By the time he rounded the final corner he was a good ten or fifteen seconds ahead of the others, and, as he crossed the finish line in first place, smiled for the very first time that day.

THE WINNER!

Tom Pepin, then, is officially the finest *Mario Kart* player alive today. He was still smiling as he was presented with his trophy, along with a copy of *Lylat Wars* (so he could get started on our next contest) and the traditional bottle of Champagne-style drink. Congratulations!



THOSE QUALIFYING TIMES

So what happened to Vincent Coyne? For Stage 3, remember, we were only accepting times accompanied by videotaped evidence of all three laps. Mr Coyne, it seems, was unable to come up with the goods. Good job we were so exacting, eh? Here're the 50 best confirmed times we received. Well done to all of you.

1	01'02"72	Rob Pierce, Salisbury
2	01'03"23	Kit Woodman, Taunton
3	01'03"38	Tom Pepin, Cumbria
4	01'03"56	Andrew Hannah, Swindon
5=	01'03"68	Stephen Griffiths, Walsall Martin Conroy, Leeds

7=	01'03"69	Lee Middleton, Hull	25	01'04"79	Richard Dunn, Lincolnshire	43	01'05"34	Nick Tew, Swindon
7=	01'03"69	Chris Scarangella, Belfast	26	01'04"80	Phillip Richardson , Peel	43	01'05"43	Glenn Peter Davies, Staffordshire
9	01'03"70	Aaron Chambers, Worcester	27=	01'04"86	N. Glen, Newport	44=	01'05"53	Robert Churchman, Wisbech
10	01'03"86	Steven Zwartjes, Holland	27=	01'04"86	Clive Edwards, St. Leonards on Sea	44=	01'05"53	Richard Gwilliam, Cricklade
11	01'04"00	Steven D. Ridley, Ramsgate	29	01'04"89	Ben Stiff, Kent	46	01'05"61	Matt King, Bromley
12	01'04"16	Stuart Richards, Dorking	30	01'04"92	Jason Howard, Jersey	47	01'05"62	Y Patel, Dewsbury
13	01'04"25	Martin Pamphlett, Vienna	31=	01'04"97	Ivo Miguel Castro Couto, Portugal	48	01'05"65	Robert McCutcheon, Renfrewshire
14	01'04"29	John Hunt, Sunderland	31=	01'04"97	Jay Ghumania, Welwyn Garden City	49	01'05"66	Alun Thomas, Wales
15	01'04"42	Stuart Hayward, Swindon	33	01'04"98	Ben Murphy, Ilford	50	01'05"69	Craig Stewart, Erskine
16	01'04"43	Nigel Glen, Newport	34	01'05"05	Martin Reinicke, Wales	51	01'05"71	Gary Monk, March
17	01'04"45	Sean Gascoyne, Pontefract	35	01'05"15	Michael Olive, Sandwich	52	01'05"78	John McCormick, Fife
18	01'04"47	Henry Segerman, Manchester	36=	01'05"16	Daniel Glenfield, Abingdon	53	01'05"93	Jason Howard, Jersey
19	01'04"48	Andrew Densley, Bath	36=	01'05"16	Steven Salter, Exmouth	54=	01'06"01	Douglas Whitley, Tyne and Wear
20=	01'04"57	Paul Whitbread, Bedfordshire	38	01'05"17	Martin Conroy, Leeds	54=	01'06"01	Lee Thomas, Manchester
20=	01'04"57	Martin Reinicke, Wales	39	01'05"18	Stewart Mcdonald, Wallasey	56=	01'06"04	Trevor Scannell, Barking
22	01'04"58	John Hunt, Sunderland	40	01'05"20	Stuart Richards, Dorking	56=	01'06"04	James Ellis, Pinner
23	01'04"68	Kevin Laumess, Holland	41=	01'05"28	Paul Sullivan, Clarksfield	58	01'06"05	Marc Rebeiro, Penzance
24	01'04"78	Andrew Mills, Londonderry	41=	01'05"28	Lee Thomas, Partington	59	01'06"08	Lee Middleton, Hull

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PLUS JAPANESE AND US NEWS AND REVIEWS!

your games good enough to eat

by Wil and Sue Overton

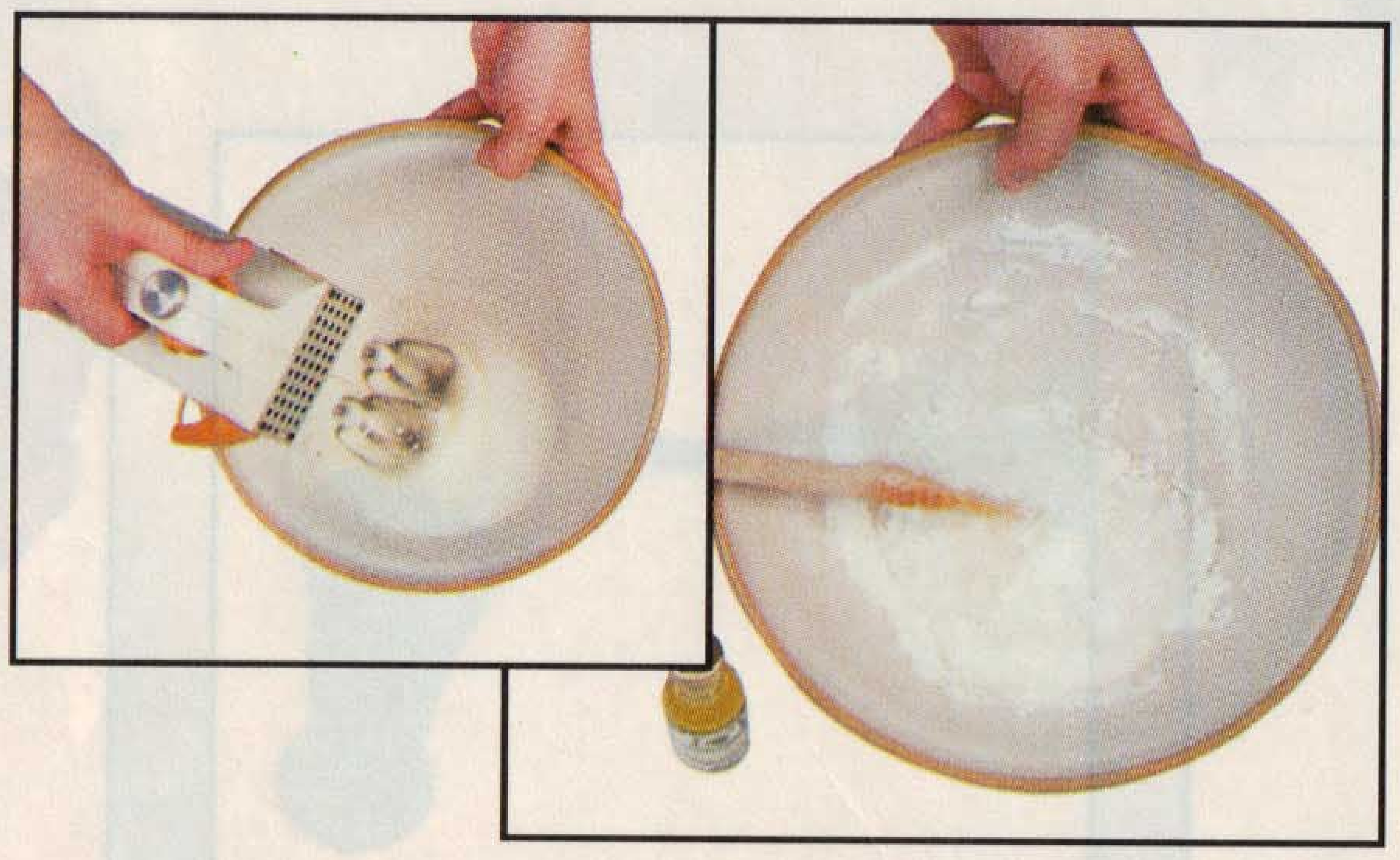
N64 gaming is all about expert hand/eye co-ordination, lightning reflexes and the smug knowledge that you're playing on the best games console there is. But a gamer without nourishment can sometimes find him or herself failing to miss that critical jump in *Mario 64*, or that crucial shortcut in *Mario Kart 64*. Good grief, a lack of sustenance could even lead to Tim's worst nightmare – a total inability to play *GoldenEye 007* very well. And it's with this in mind that we'd now like to bring to you the perfect snacks to help keep the N64 gamer strong and alert – gaming goodies that are good enough to eat.

In addition to the ingredients listed for each of the three recipes shown here you might find it handy to have such implements as a wooden and a metal spoon, a mixing bowl (or two), a measuring jug, some greaseproof paper, a sieve, a mixer (or whisk) and a rolling pin. Those under the age of 30 might also wish to have a grown-up present to oversee some of the more hazardous aspects of the cooking procedures.

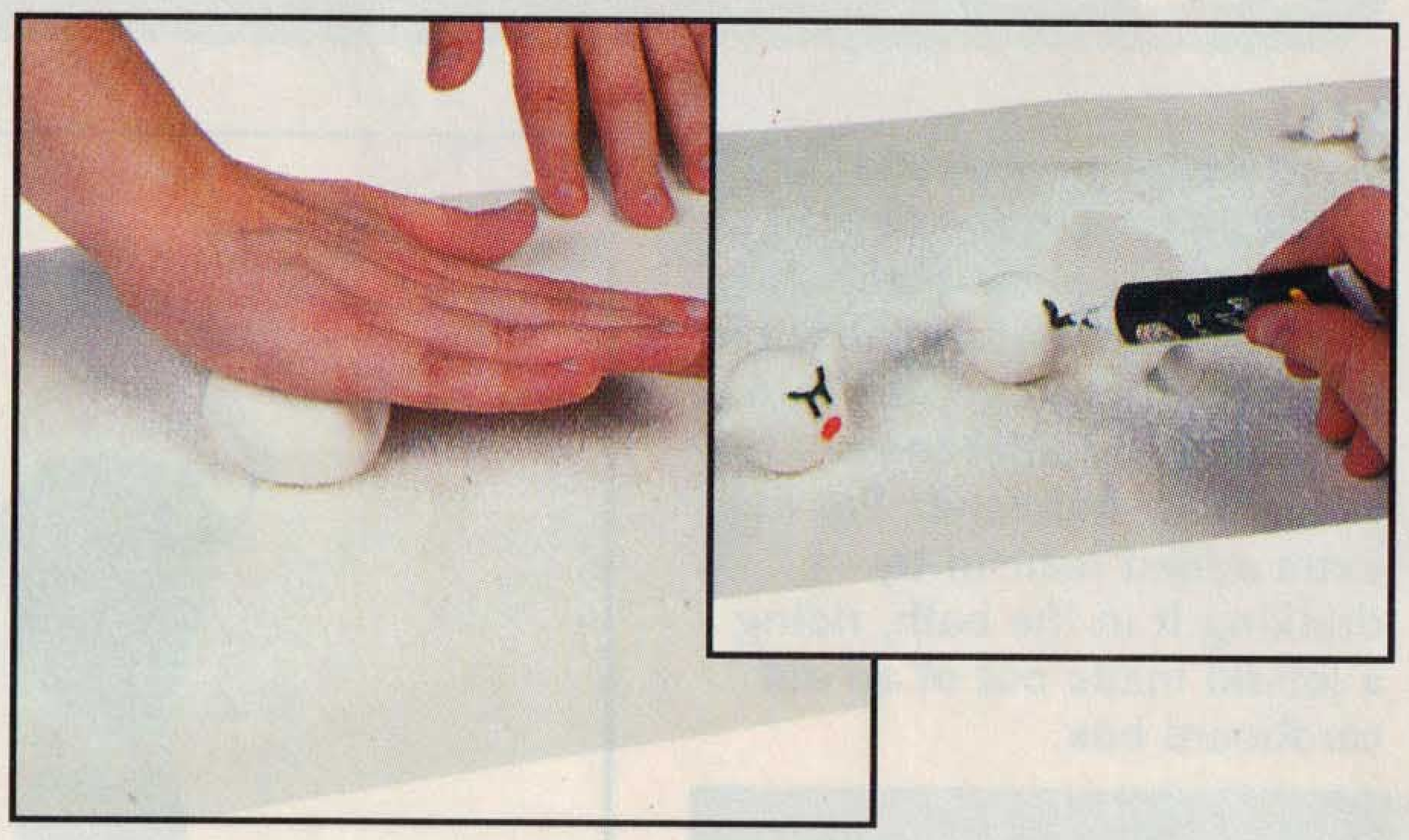
Peppermint Boos

To ease you gently into the surreal world of N64 cookery we present to you that mainstay of primary school confectionery, the peppermint cream. Brought right up to date, of course, by being moulded into the likeness of everyone's favourite *Mario* ghost – the Boo. Not only will they delight your family but they'll also increase your 'street cred' tenfold should you take a batch around to your local games emporium.

INGREDIENTS
1 large egg
12oz icing sugar
oil of peppermint



1 Separate the egg white from the yolk and whisk the white until it's frothy. Then sieve the icing sugar and add around half of it to the egg white. Add a few drops of the oil of peppermint and stir together with your wooden spoon. Gradually beat in more of the icing sugar until the mixture is fairly stiff.



2 Sift the remaining icing sugar onto a work surface. Turn out the peppermint mixture and knead in as much of the icing sugar as possible. Shape into round Boos (that's a ball for the body and two little rounded pyramids for his arms) and use coloured icing pens for the eyes and mouth. Place in a warm place, on greaseproof paper until dry.

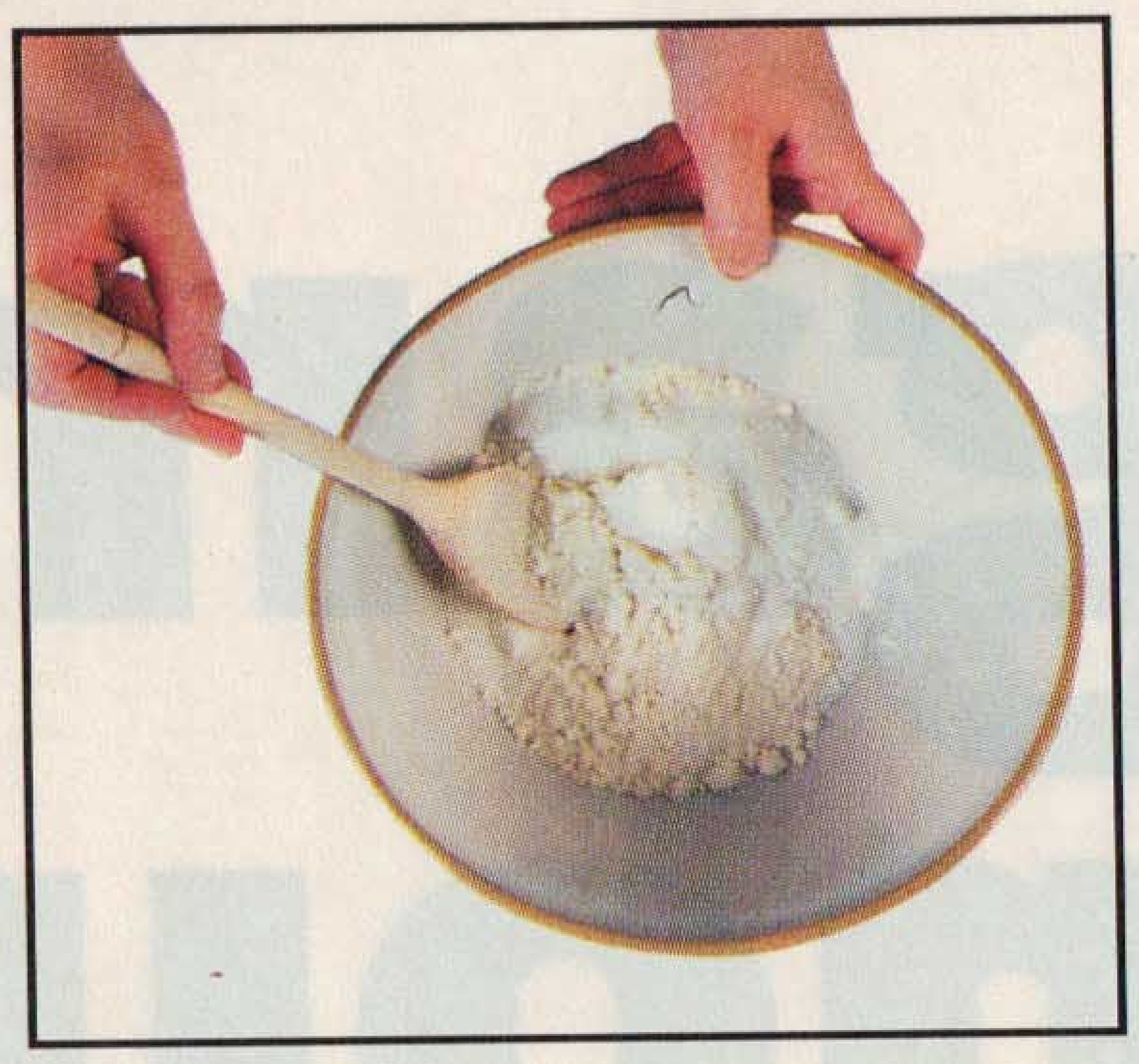
GO! GO!

Mario's Mystery Muffins

These top muffins hold a *Mario*-style surprise inside. It's (whisper) a marzipan star sealed in the middle with jam. (We've used apricot, but feel free to experiment – for a real surprise you could try Marmite, for instance.) Try making a batch but only putting stars in a few of them. When your guests complain they didn't get a muffin with a power star inside you can pretend you're Bowser and shout at them a lot.

INGREDIENTS

200g plain flour
50g sugar
2½ tsp baking powder
¼ tsp salt
1 large egg
200ml milk
100ml cooking oil
jam
yellow marzipan

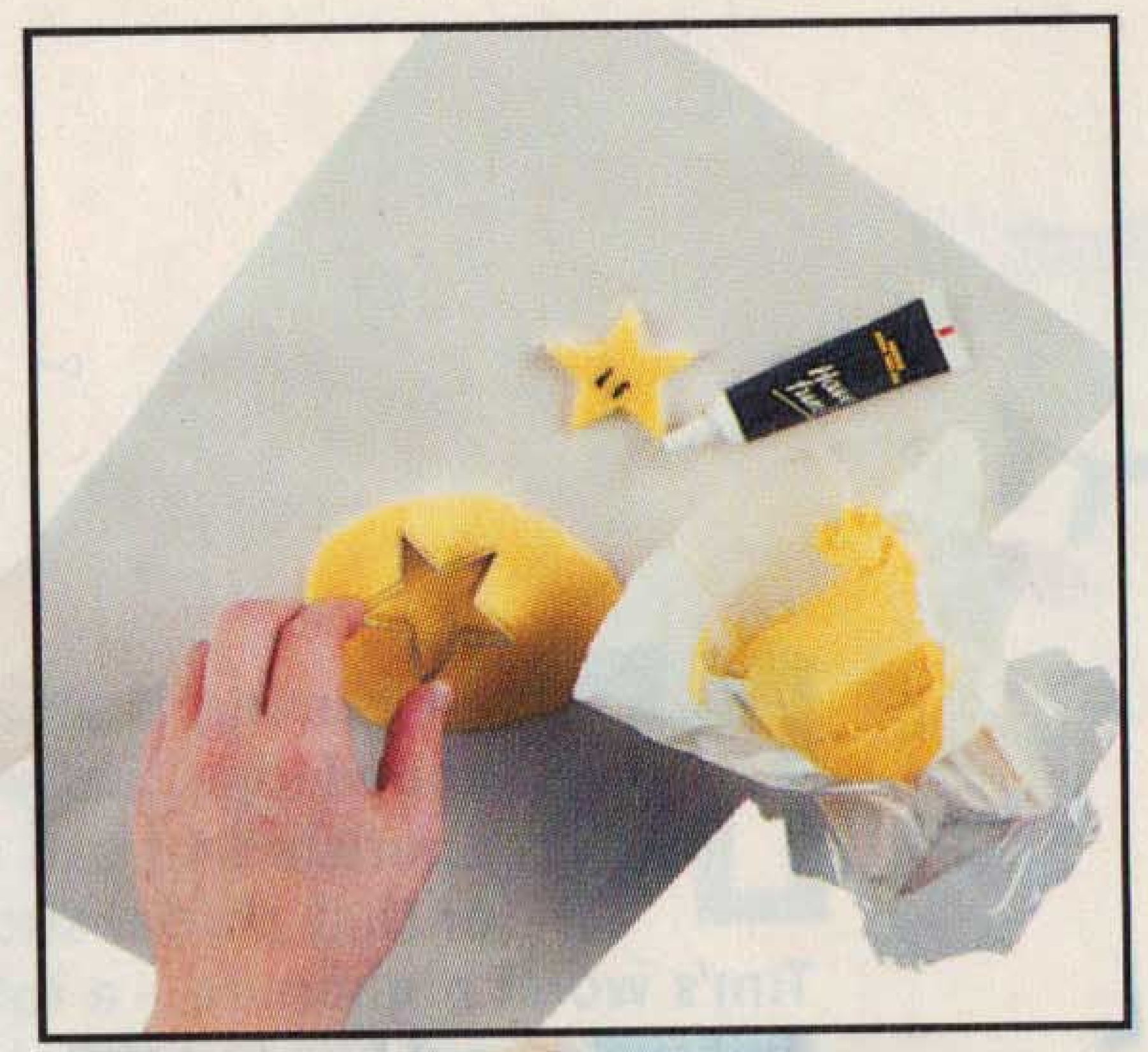


1 Preheat the oven to gas mark 4/200°C. Then mix the flour, baking powder, sugar and salt together in a bowl. Put to one side.

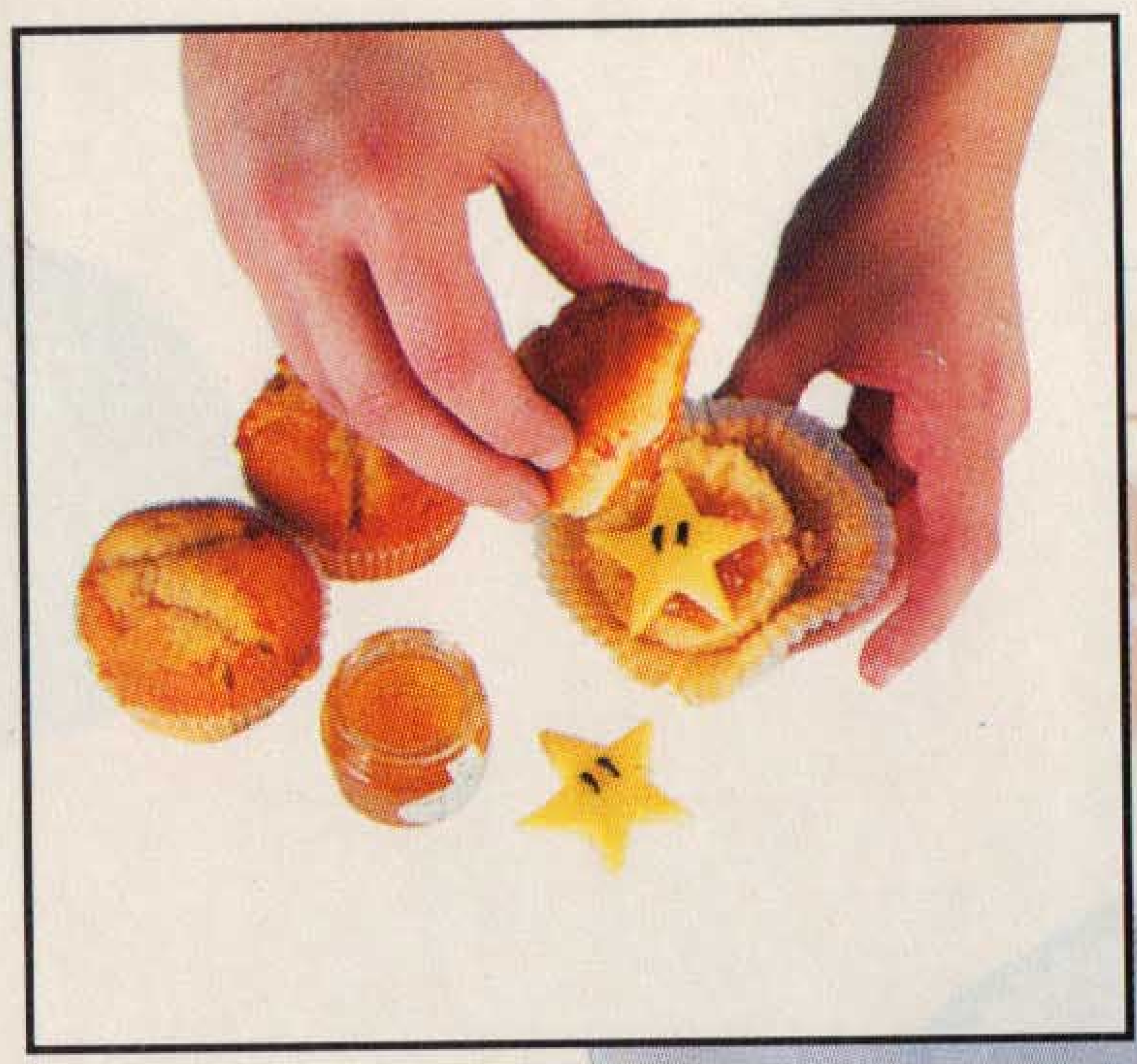
2 Beat the egg, and then add the milk and the cooking oil to the mixture.

3 Pour the milk/egg/oil mixture over the flour mixture and stir until the whole thing is well blended together.

4 Fill a greased muffin tin (or muffin cases) two-thirds full with the batter mixture. Put in the preheated oven for 20 minutes. When they're done let them cool on a wire rack for around 15-30 minutes.



5 While they're cooling, roll out some golden marzipan and cut your star shapes either by hand or with a pastry cutter. You can add the traditional *Mario* star eyes with the same icing pen tube used for the peppermint Boos.



6 Carefully slice open some of the muffins and seal a star inside each with the jam. Voila! Mario's Mystery Muffins. If you're careful to hide the stars properly, that is.

Wave Race Refresher

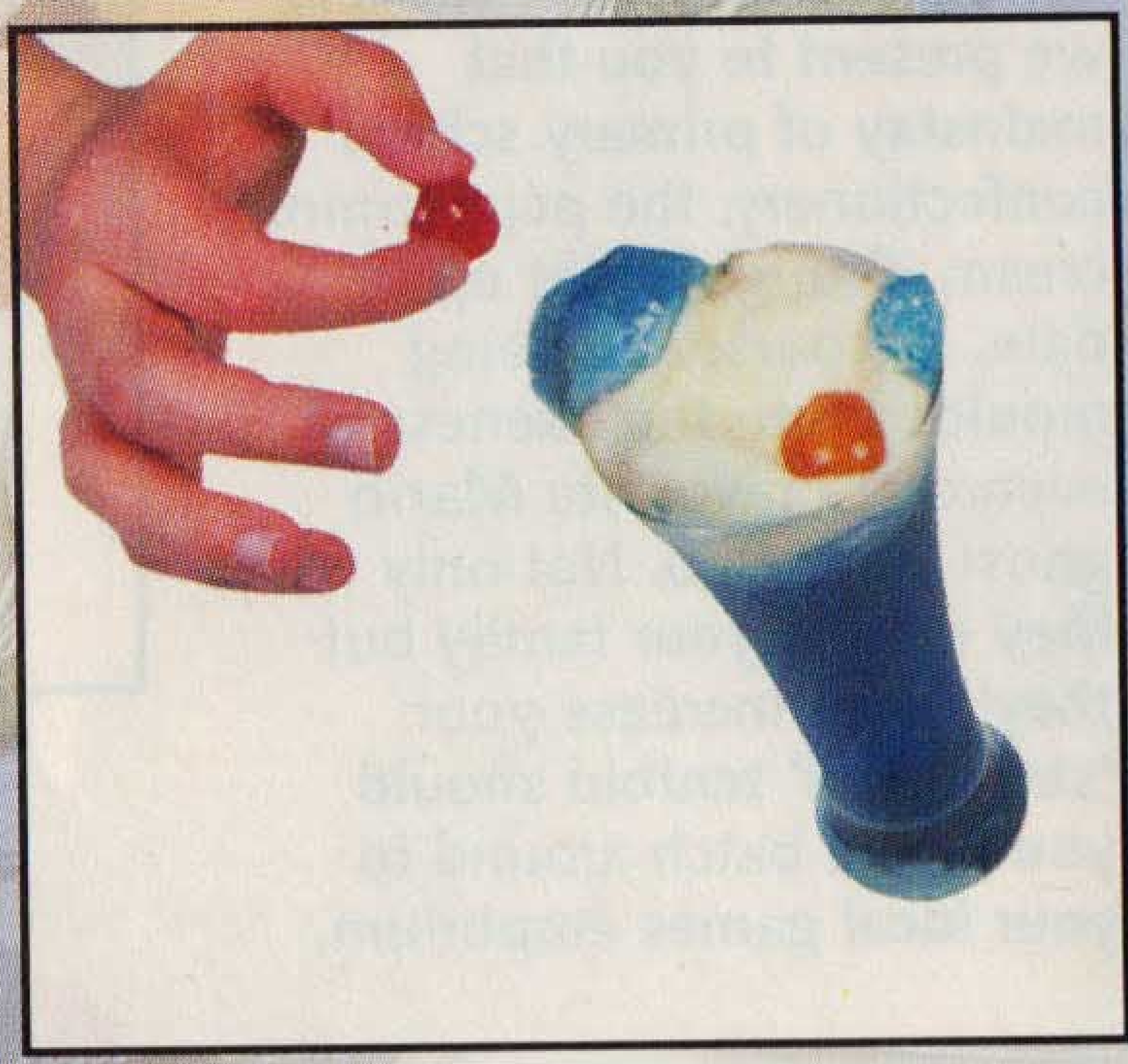
What better way to add that finishing touch to your N64 taste extravaganza than with the beverage that's impossible to drink without getting into a complete and utter mess – the Wave Race Refresher. For that extra added realism try drinking it in the bath, riding a jet-ski made out of an old cardboard box.

INGREDIENTS

vanilla ice cream
lemonade
blue food colouring
cherries

1 Fill a tall glass with lemonade (you'll need the normal clear stuff, not that traditional 'cloudy' lemonade that's become fashionable), and pour just a few drops of the food colouring into it.

2 Next, get a decent-sized scoop of vanilla ice-cream and plonk it squarely onto the surface of the liquid. If you're feeling really confident you could always mould it into the Glacier Coast course.



3 The finishing touches are some coloured glace cherries to represent the buoys. At this point, small flags and miniature jet-skis made from wafers are optional extras that can make all the difference.

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HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

Although we like to think we know a lot about Nintendo 64 games here at **N64** Magazine, we're constantly finding ourselves outwitted by you, our devious readers. You've been beating our high-scores, surprising us with tips we'd never realised existed, and even, just recently, presenting us with entire playing guides, packed with hard-won information.

In fact, we've been so impressed by your contributions that we've decided that from now on we'll be devoting four pages each month to the best games-related feature we receive. And we'll award its writer with the latest in designer cold-control: an **N64** Magazine jacket. (These are still being sewn together, but they're looking smashing: we'll bring you a photograph of one just as soon as we can.)

Reckon you can come up with something to rival Jon Davies's *Lylat Wars* guide? Study the 'criteria' below and get your submission in pronto.

What we're after

- We need about 2000 words of expert advice on your favourite game.
- Follow the example of the 'How to...' guides we've been running in **N64** Magazine, and concentrate on one aspect of the game rather than trying to do a guide to the whole thing. Don't worry too much if your English isn't up to scratch – this month Zy added the finishing touches.
- Don't worry too much about pictures or presentation: it's quality of information we're interested in.

Send your guide to:
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remembering to include the following information: (1) your name, (2) your address, and (3) the size of jacket you'd like if you win (S, M or L).

We'll print the best guide we receive each month and award its writer an **N64** jacket. There'll be one on its way to Jon just as soon as we can get it dispatched.

HOW TO...

Save the galaxy, defeat the evil servants of Andross and earn every medal (bar a Purple Heart) before luncheon in

LYLAT WARS

By N64 reader Jon Davies and embellished by Zy Nicholson

Some players might tell you this game is too short and too easy. That's because – ahem – *Lylat Wars* won't let you wander beyond the kindergarten levels if you're not that good at it.

Don't forget to enter the

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LYLAT WARS
championship

Closing date: Wednesday 12th November
(See the last issue for details.)

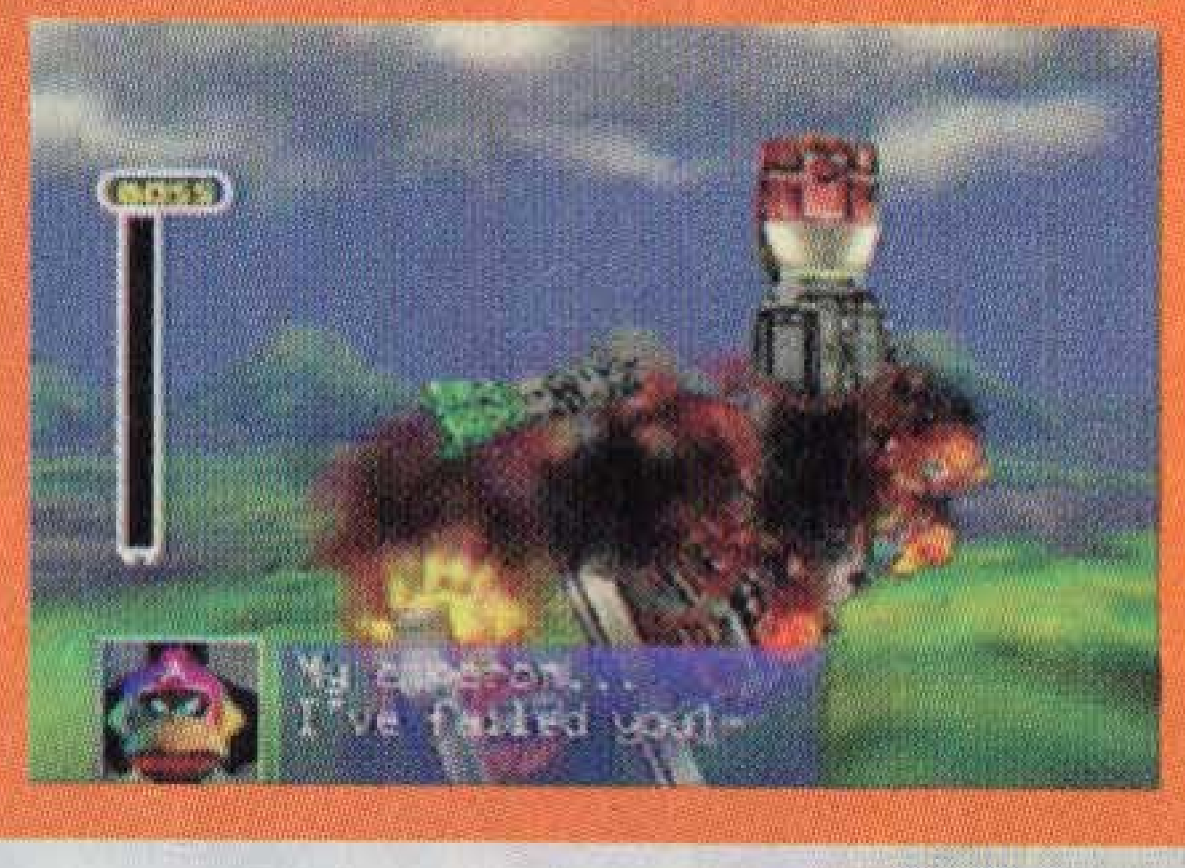
The Bosses

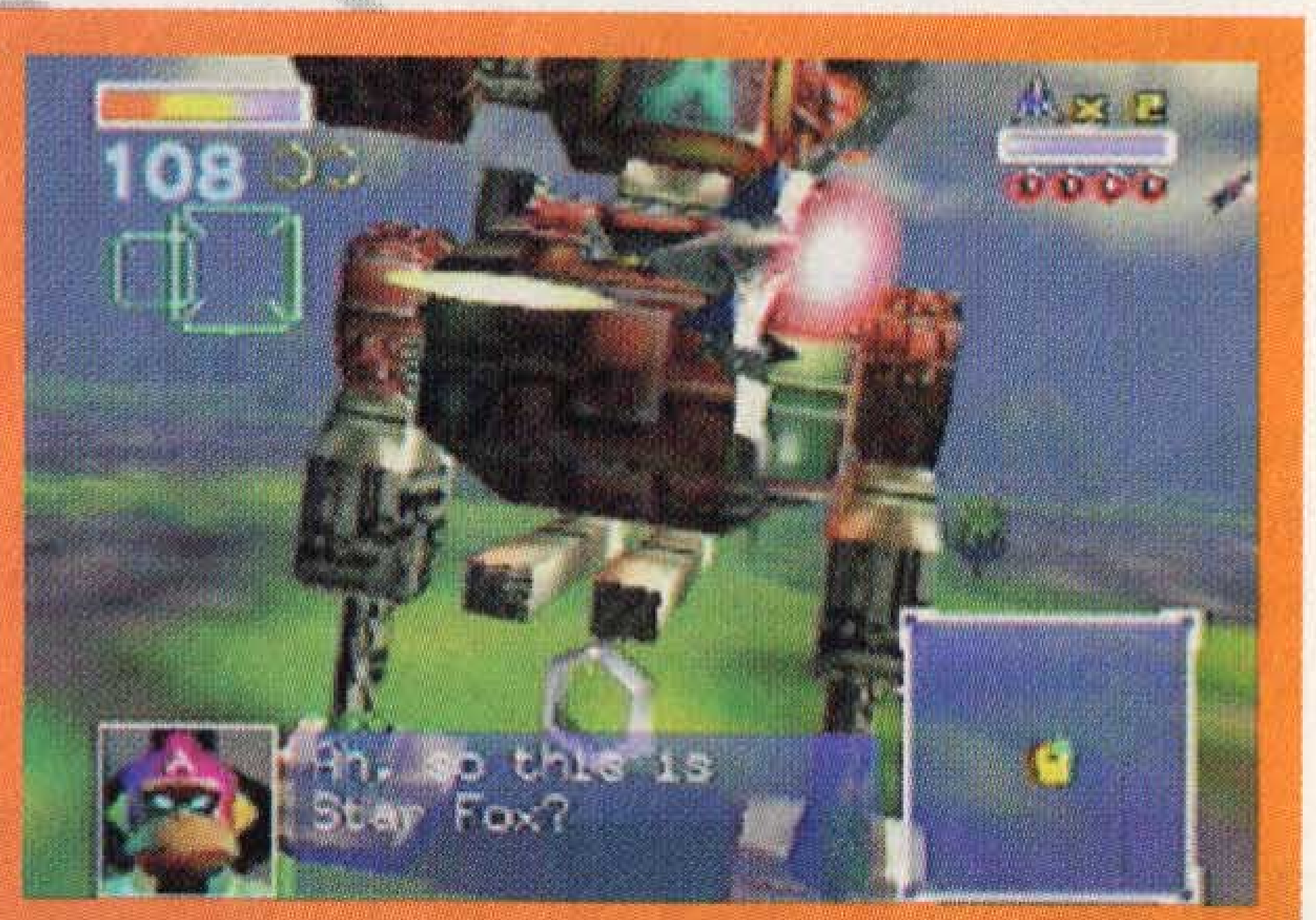
Granga *Corneria*

***Weaponry:* Guided Missiles**
***Weakness:* green fuel tank on back**

You can end this in under a minute if you're eager to get on. First, fly low and take out one of his legs to put him down. As you pass over, still blasting, fire your boosters to reach the far side of the arena and let the game turn you around for a long shooting run. Granga's backpack will be brazenly presented for the lick of your laser.

Sometimes you'll spot bombs and rings appearing between Granga's legs, and these will disappear unless you fly underneath to collect them on sight. Your wingmen are sufficiently inept to take damage from his rockets, so don't take long. It's easier to shoot his missiles for rings if your shields are low.

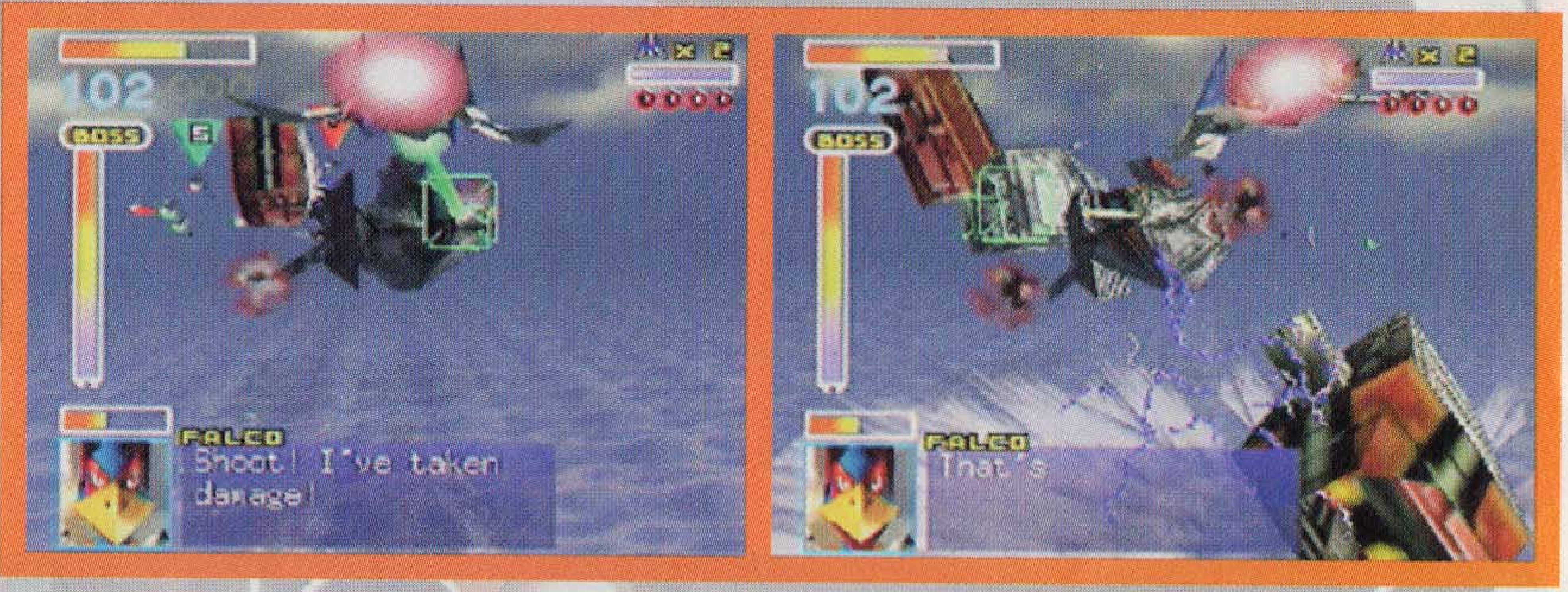




Attack Carrier *Corneria*

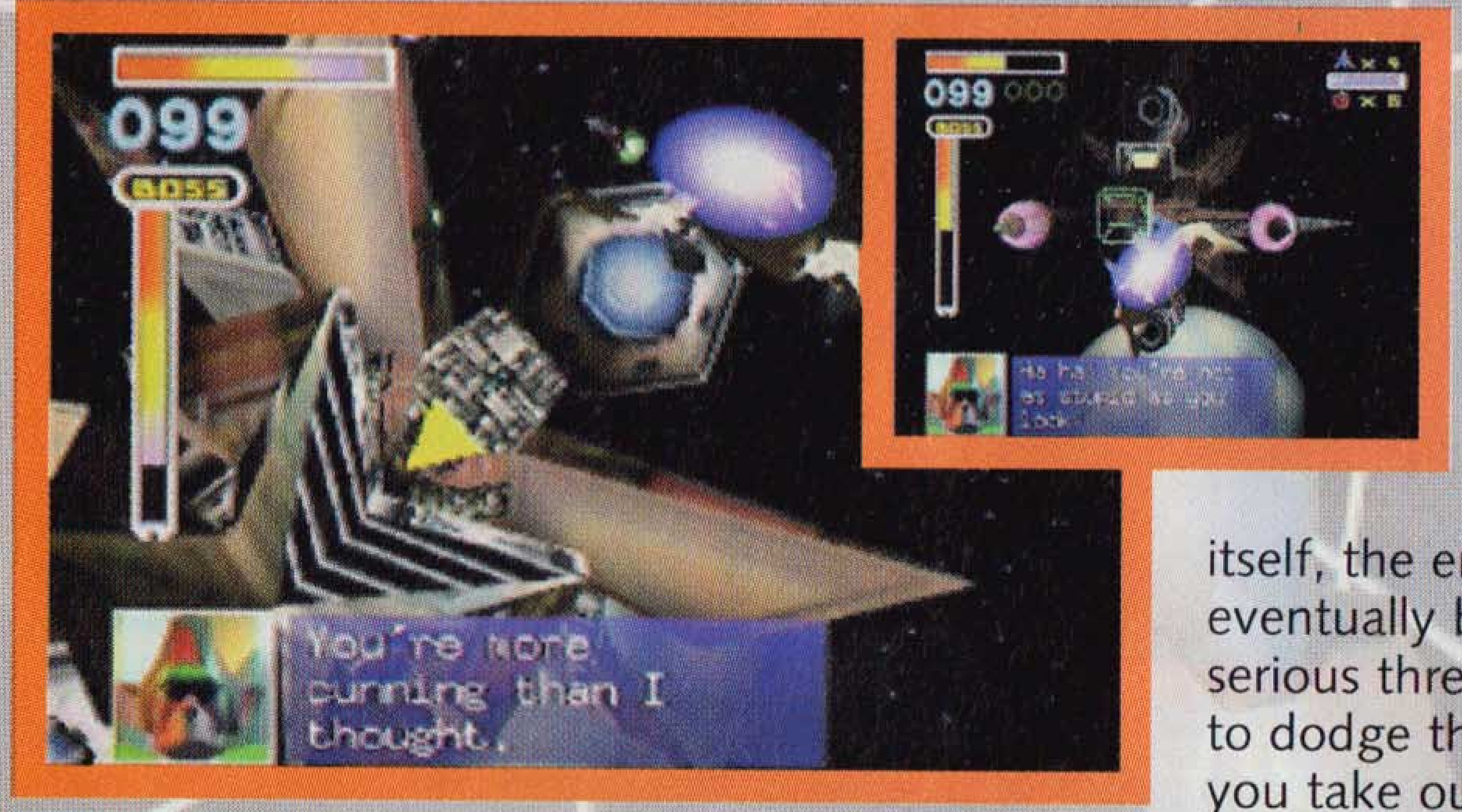
***Weaponry:* Guided Missiles, Plasma Balls**
***Weakness:* missile hatches**

Those who remember this Carrier – the first boss from the original *Starwing* – will also note that the tactics are exactly the same. Each weapon arm becomes vulnerable to rapid laser fire when it opens its hatch doors to unleash a torrent of missiles. Like most videogame bosses, the Carrier pilot makes the classic blunder of saving his most powerful weapon till last, when he could probably have had you all with the Plasma Cannon straight off. Doh. Pummel his ship as it runs away and he'll never have the pleasure.



Asteroid Crusher *Meteo*

***Weaponry:* Quad Reflector, Drilling Beam, Asteroid Busters**
***Weakness:* yellow zones**



There are three distinct stages in the destruction of this ship. In the first, follow that gap in its rotating shield and shoot each of the yellow triangles on which it comes to rest.

If you hit the shield itself, the energy is absorbed and will eventually blast back on you (not a serious threat, fortunately). Get ready to dodge the jettisoned shield when you take out the fourth triangle.

In stage two, stick to one edge of the screen to avoid the lightning drill and you'll see a yellow diamond at the focus of the beam itself. It's easier, but not essential, to aim your lasers while the beam is recharging.

Not giving up, the craft will then flip over and brandish twin drills that can fill half the screen with energy rings. If you start at the top of the screen and then move down, or vice versa, they'll run out before they catch you up. Your final targets are the upper and lower rectangles in the centre.

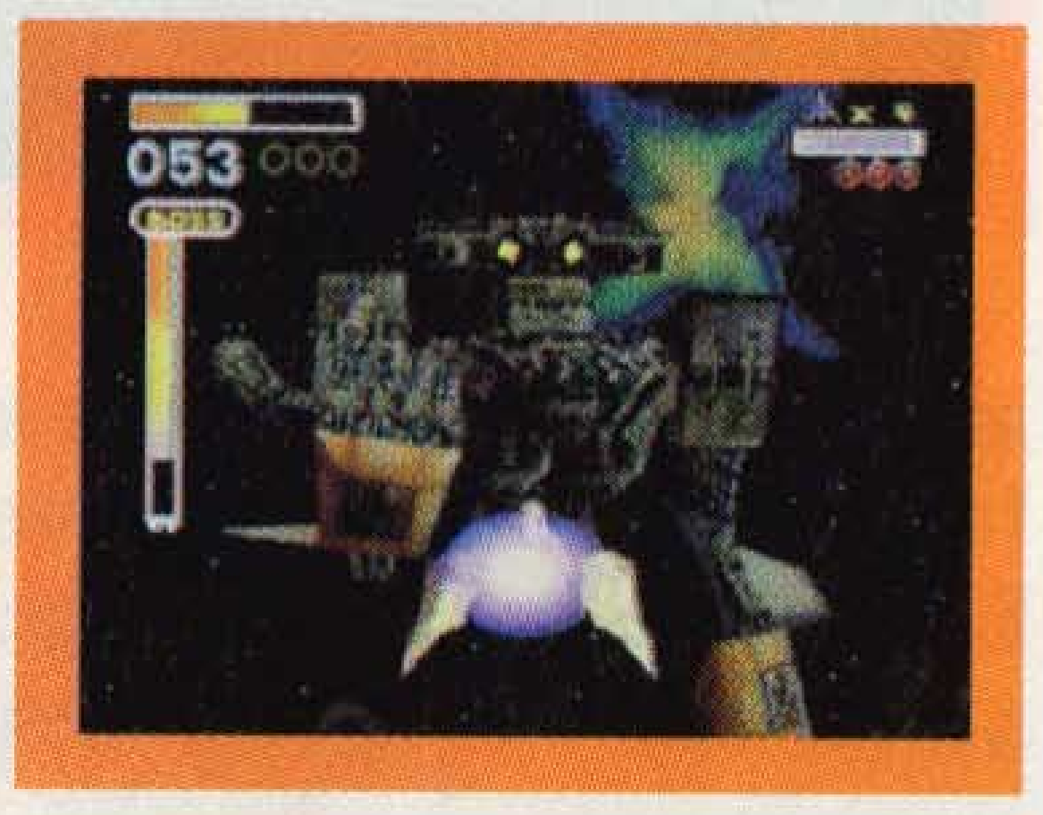
SpyBorg *Sector X*

***Weaponry:* Detachable Arms, Eye Pulses**
***Weakness:* eyes, 'HAL' head**

So that's what happened here (as if you hadn't sussed). The renegade droid will start by taking a swing: you need to dodge earlier than you think, as a rule, so watch for him raising his arms. His head is only vulnerable to laser fire when the eyes illuminate, and you need to aim indirectly while on the move or you'll find yourself sitting in the path of his genuinely dangerous energy pulses. Keep this up until he seems to shut down. The phrase "Where is the creator?" is your warning that the arms are about to shoot forward, so be ready to make barrel rolls left and right. Ditto for the metal sheets that he hurls at you.

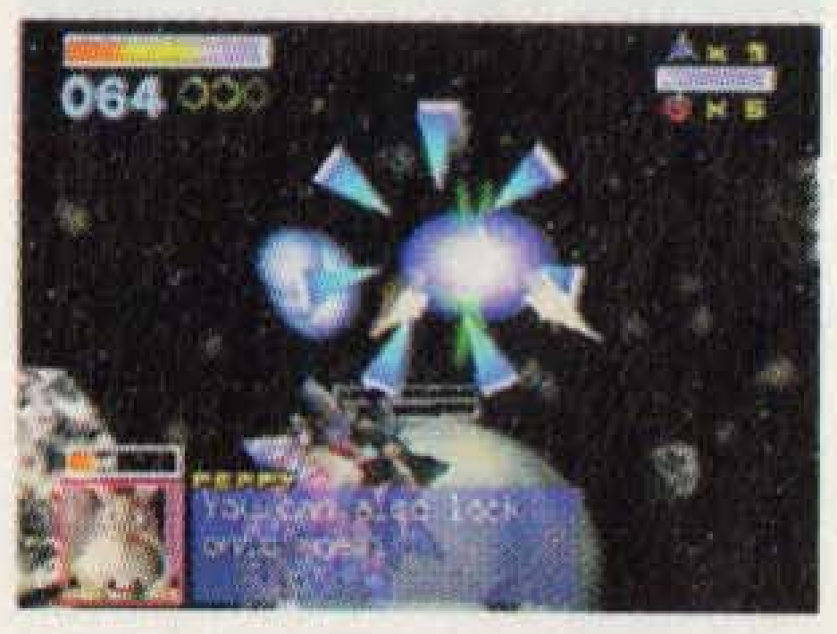
What remains of his head is now the weak spot – a much smaller target – but while his arms are spinning you can actually use your boost to move in closer, sit right in front of his sensor and thrum the fire button. Heh.

Unless you destroy the SpyBorg before the second cycle of this phase, Slippy will rush in and receive a ten-tonne slapping (cheers from the gallery) that sends the Arwing spiralling toward Titania. Your accuracy and expediency will thus determine whether you head straight for MacBeth or perform a rescue mission.



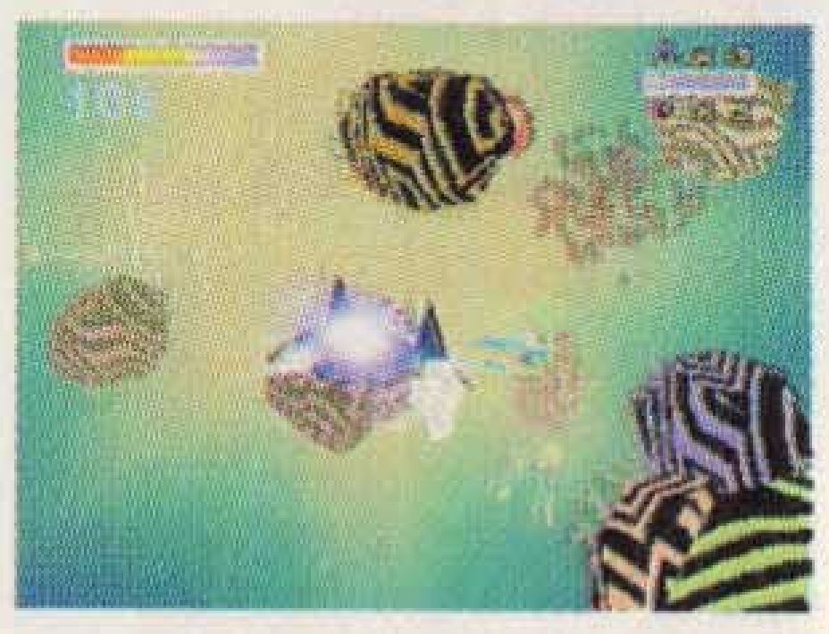
SECRET WARPS

METEO TO KATINA
Shortly after the checkpoint, look for a circle of flashing blue triangles and fly through. More will appear, and you'll need to make it through every one of them without fail.

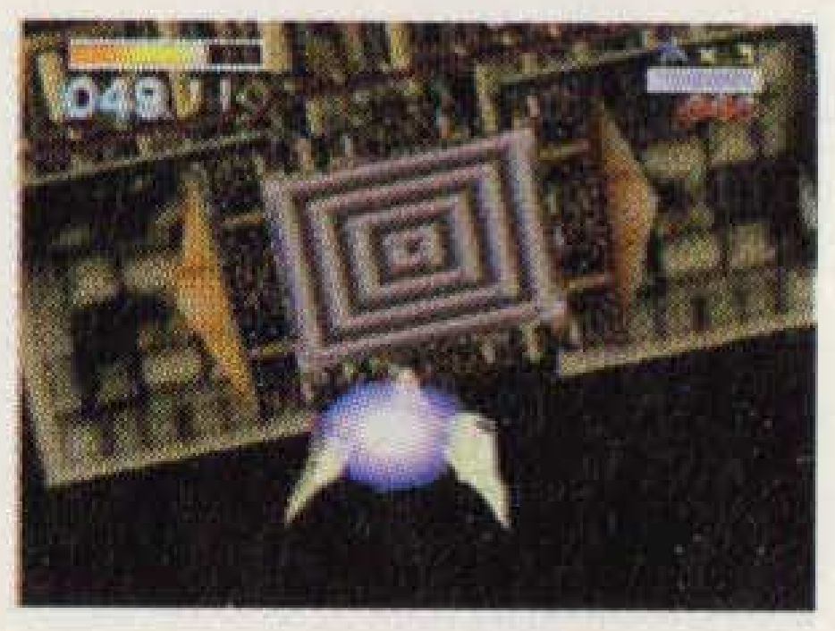


Your Arwing will leave a distinctive trail as it accelerates to warp speed, so the last few rings necessitate braking and barrel rolls to overcome the difficulty of precise steering.

Warp space is a psychedelic shooting range – all of those 'humbugs' contain collectables – so burn a few Nova Bombs and laser the rest. The hits will go toward your score for Meteo, so this is one way to get the medal.



SECTOR X TO SECTOR Z
This is also found beyond the checkpoint. When you reach a fork marked by three junk satellites, take the left-hand route.



Your targets are warp gates, rectangular doors that can only be opened with heavy laser fire. Crashing through them won't work – the gate must turn red and swing upward if it's to count – and, again, you must make every one of the gates to warp.

GO! GO!

Constant brake-&-fire with a Hyper Laser is the only way, and it helps if you've come from Katina: Fox's mate Bill will turn up to add his firepower to yours.

This patch of warp space boasts Shadow enemies and wing-snapping obstacles reminiscent of the 16-bit Sector X. Don't expect power-ups or a score bonus here.

MEDAL TIPS

THE FOX TEAM
Helping your wingmen is the key to those high scores. You cannot earn a medal on any level unless all of your colleagues survive it from beginning to end.

COCKPIT VIEW
Just for the fun of it, we recommend you test this uncompromising option in such areas as the Venom Temple and the tunnels to Andross. The challenge is to take out the GoleMech and navigate those pillars sideways from this view, throwing in the odd barrel roll for good measure.

BRAKE & FIRE
We held the pad slightly differently – right index finger on the retro (brakes) button, first finger working both fire buttons – so that we could keep braking constantly and thus have time to shoot at background features and destructible parts of the environment after eliminating the actively aggressive enemies. Essential on Aquas.

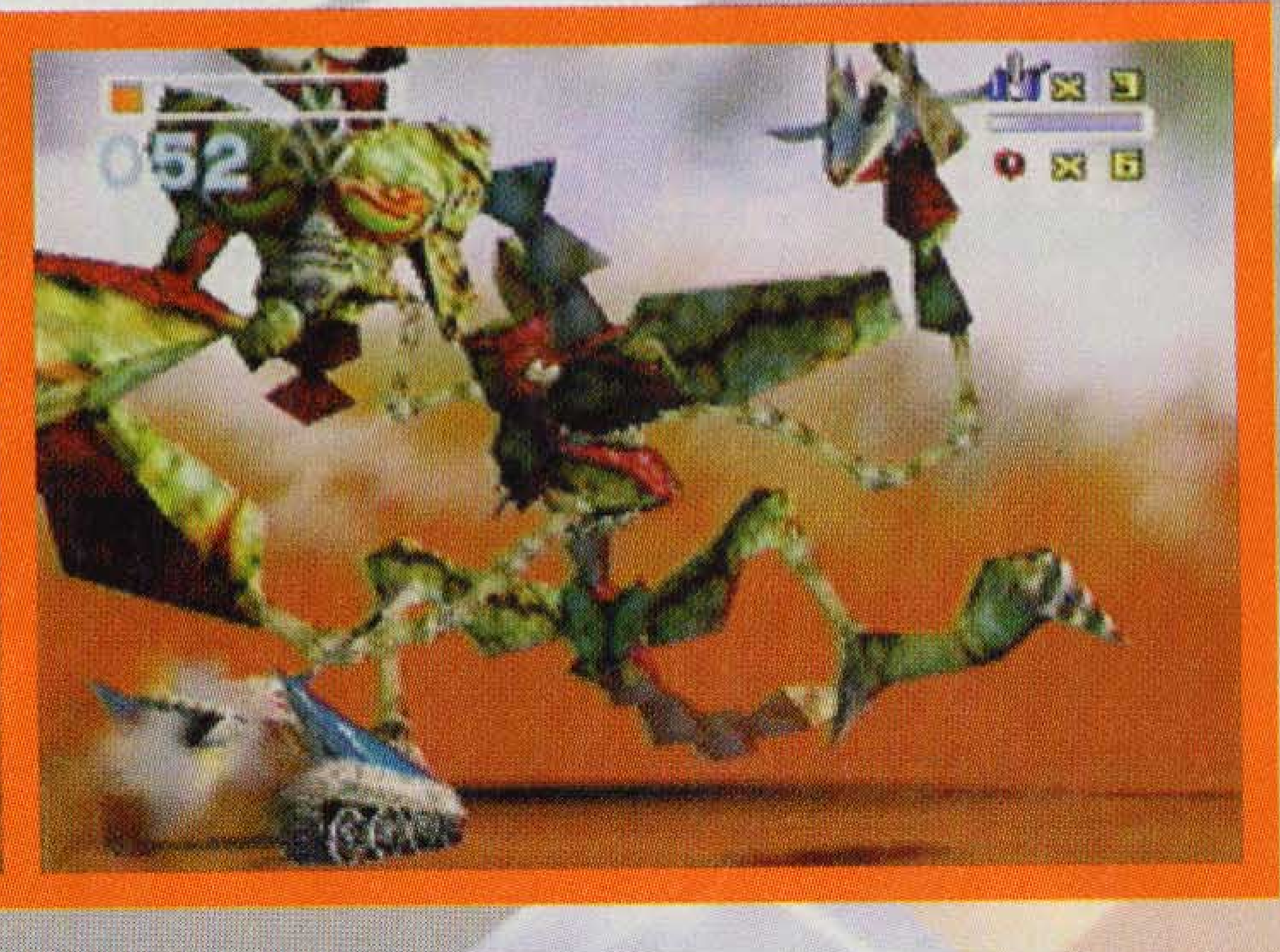
Goras *Titania*

Weaponry: ***Physical, Tail Spin, Breath Of Goras***
Weakness: ***arms, heart***

Shooting the exposed arms will make Goras rise from the sand with the missing Arwing in his grip (it doesn't matter if you hit Slippy. Not in our book, anyway). Use barrel rolls to avoid his lasers and ground-splitting hammers while shooting each free arm in turn. Occasionally Goras will spin, whereupon a small Z+R burn will take you clear over his tail.

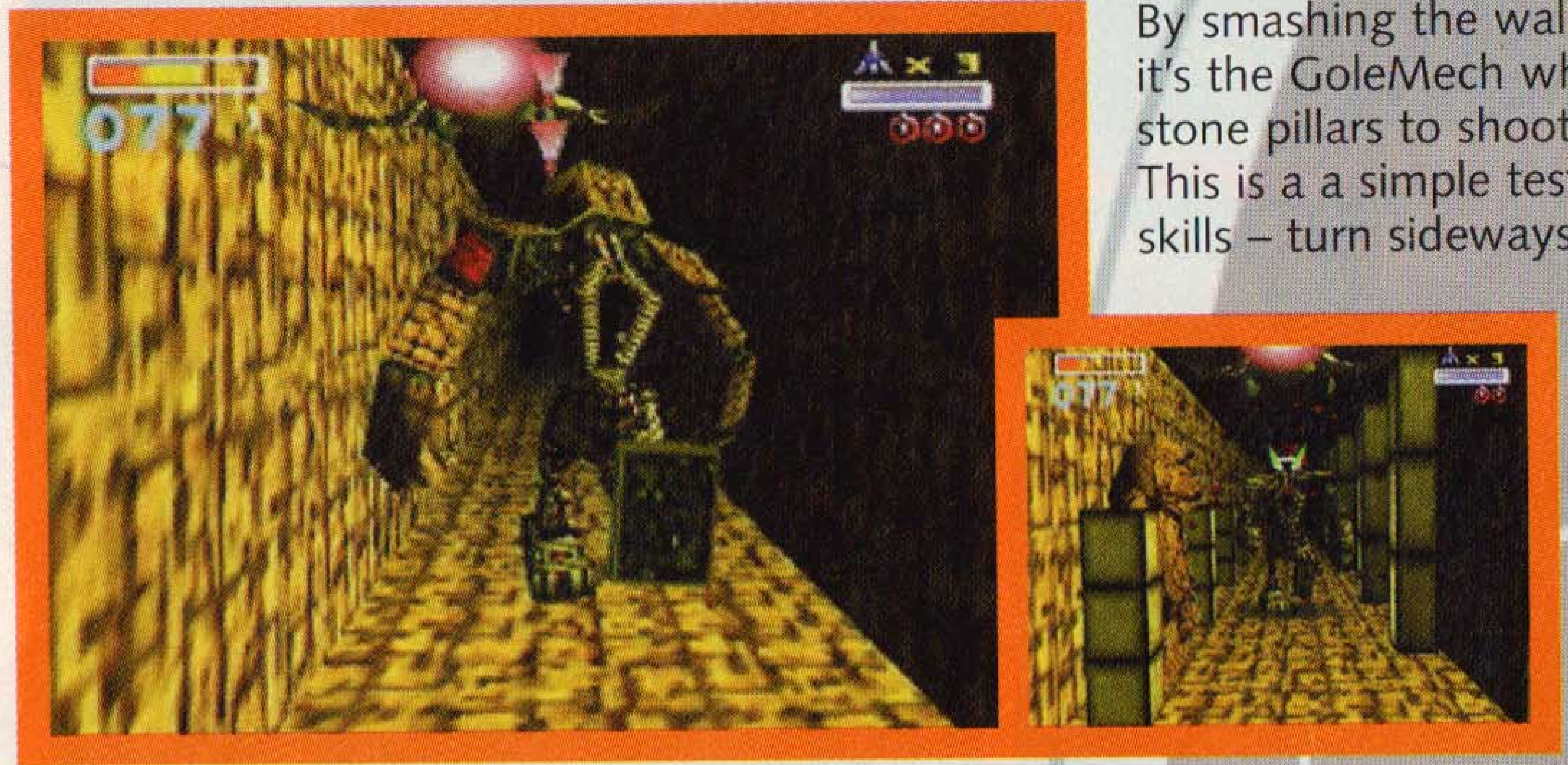
When the third arm crumbles, Slippy will fly free and allow you to take out the fourth. Now for the tricky bit: you need to concentrate your fire on the exposed heart in the monster's ribcage, but very often you'll find the target obscured by its head. Use your rolls to work around the head and then boost to get in closer. Nova Bombs seem to work on Goras too. If you're too slow then all four arms regenerate and you'll need to start all over again from the top.

070
SLIPPY
I made it! I'll
analyze right away.



GoleMech *Venom Temple*

Weaponry: ***Corridor Traps***
Weakness: ***body parts***



By smashing the walls as he runs, it's the GoleMech who triggers stone pillars to shoot from the walls. This is a a simple test of your flying skills – turn sideways to pass through vertical gaps, swoop and climb to dodge horizontal bars – while you buffet his back with laser fire. When he draws close, go for the slightly harder-to-hit shoulders and arms. The head will turn red when all other parts are debris. By firing boosters to catch him up you can get a clearer fix on the smaller parts of GoleMech's anatomy: however, we suspect that if you never use a boost or a brake here then the swinging arms of the stone idols can't touch you. The Golem is really a stone-clad robot, and after you've destroyed the head then his entire metal body becomes a target. A laser upgrade/wing repair will appear in every 'cycle' should you mess up.

Shoguns *Corneria*

Weaponry: ***Laser Sidearms***
Weakness: ***anywhere but Reflector Shield***

They're very swift at dodging, but the two Shogun suits take so few hits that one swift Hyper Laser salvo can finish them for three hits apiece. The Warlord is slightly trickier, and isn't averse to colliding with you – try to get some distance for a shooting run or he'll play dodging games. The Shogun shield absorbs laser energy (you'll see it flashing green) and stores it up before firing it back at you in one blast. To be honest, though, it's not dangerous enough to merit a second thought.

Reduced to one-third energy, the Warlord returns to the launch deck of his carrier. This makes him an easy target, but if you wish to keep the shields of your wingmen looking chipper then eliminate him before this happens.

112
BOSS
PEPPY
Dang! I'm hit!

Saucerer *Katina*

Weaponry: ***Alien Death Ray***
Weakness: ***four hatches, central core***

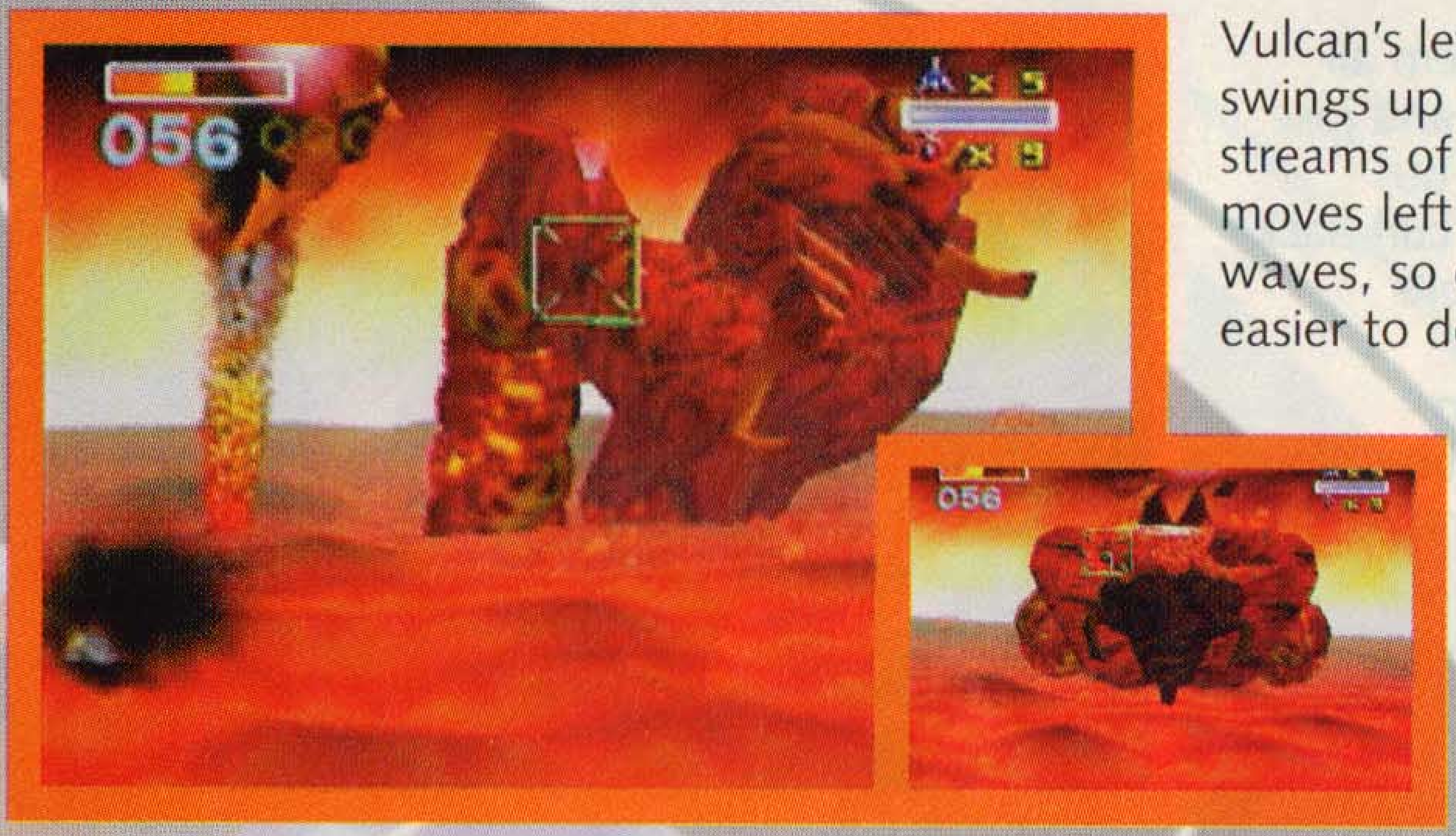
012
BILL
Go for the 4
hatches on the
underside!

On Bill's prompt that "The hatches are open!", make a slow brake-&-fire pass under the mothership and aim up at one of the lowered bays from which the alien fighter craft pour out. Each one is worth five hits. When the saucer approaches the very centre of the level, overshadowing the Katina Base, a conical core will appear on its underside. You then have 60 seconds in which to destroy this core and destabilise the entire ship. Keep an eye on your radar: if you inflict some damage as soon as the core appears, you can spend another half-minute clocking up extra points from alien fighter craft, heading out to the arena's edge for another pass, and leave the rest of the core until the last 20 seconds. The Saucerer's destruction adds a further five hits.

068
00:58:39
BILL
There's some sort
of energy reaction!

Vulcan Solar

Weaponry: Mantis Claws, Lava Waves, Flaming Rocks
Weakness: arms, head



Vulcan's left arm (on your right) swings up and down, throwing streams of fire, while the other moves left to right and raises tidal waves, so decide which you find easier to dodge and go for the other one first. When both are destroyed, Vulcan will actually use those weeping wounds to fling lava at you by spinning on the spot. The rocks he spits are a godsend, though – dead easy to hit with rapid fire, and each one spawns a silver ring. You're taking gradual heat damage throughout, remember.

The most deadly attack is his Lava Wave. Although it's not immediately obvious, you CAN avoid this completely by occupying the top-left corner and boosting forward before it hits. If you think in 3D, the wave will thus reach its screen-filling peak slightly behind your Arwing. Clever stuff.

Vulcan's head becomes vulnerable when both of his arms are lost. You know what to do.

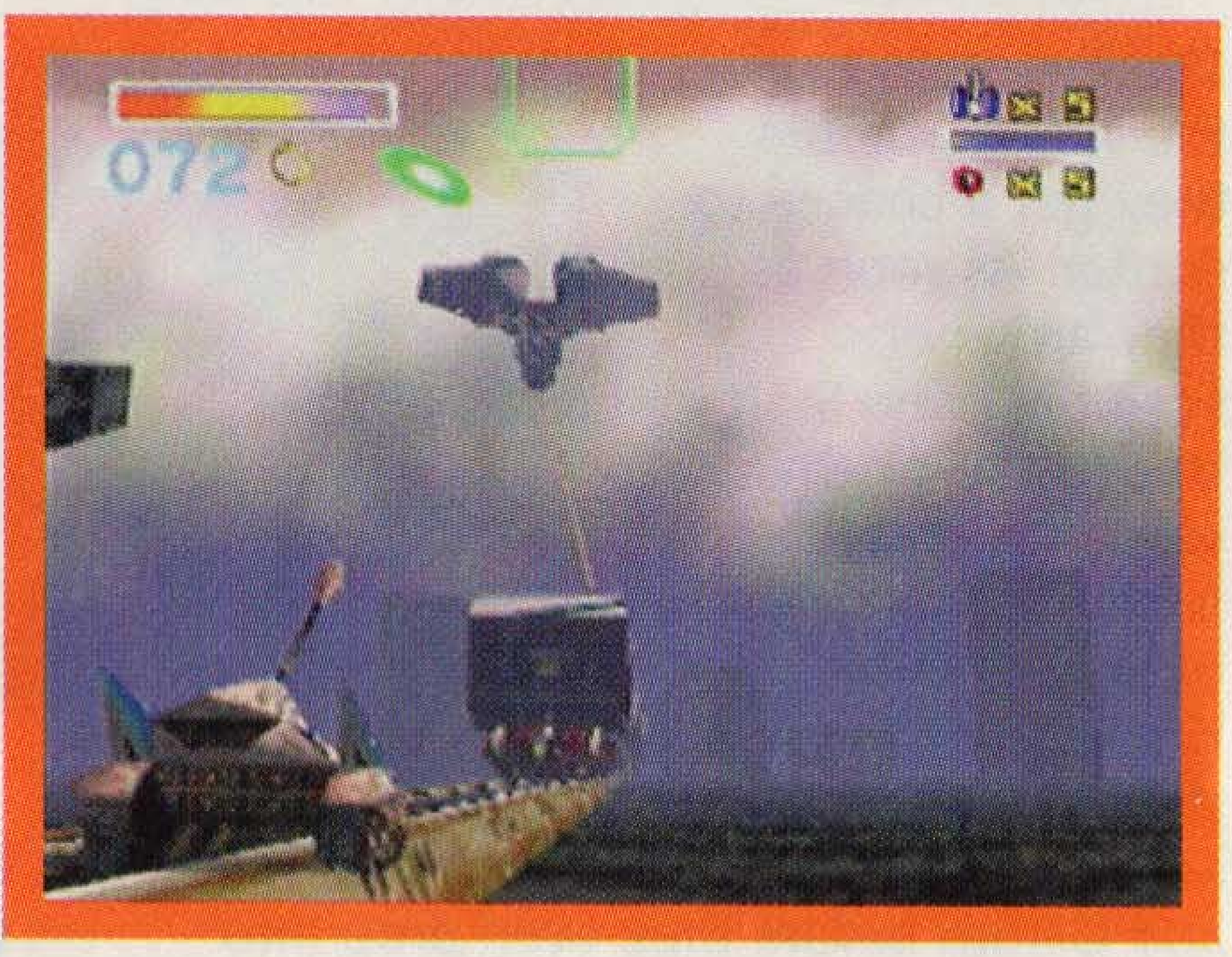
MechBeth Macbeth

Weaponry: Tail Scoop, Rain Of Spears, Incendiaries, Mines, Solar Reflectors
Weakness: head and claw, anchor carriage

You didn't use the track switches, did you? You'll just have to fight this out the hard way, won't you? Very well...

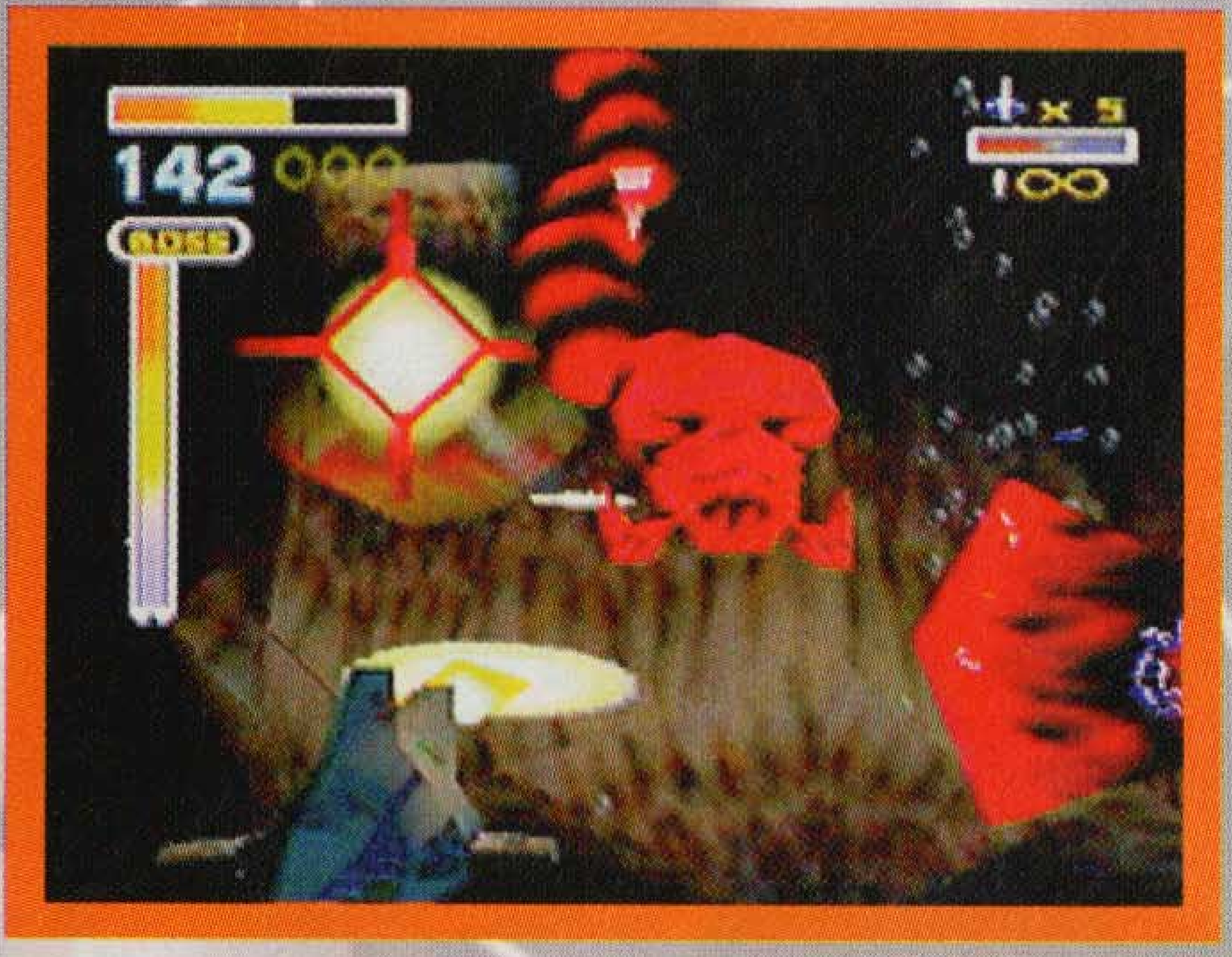
The Kite's initial weak spots are the head and the tail, both of which it uses to attack. When the tail drops, get ready to barrel roll clear of his swoop. If the head charges up, you'll need a homing shot to clear a path through the huge spears that materialise (you won't score points for these, so don't get carried away).

In the next phase, get ready to dodge both the vertical bomb eruptions – predicted by the kite spinning its wings – and the horizontal laser trip mines dropped from the train's rear carriage. The latter's beams can be skipped over with a Z+R burn, or you can shoot the mine itself. The Kite's biggest attack can be anticipated when it turns its wings forward like mirrors to focus huge twin rays in a sweeping pattern. But it need never reach this stage: just watch the anchor carriage and blast into the rear hatch when it opens. At this point the Kite will go haywire, becoming susceptible to your laser fire again. Flick between these two targets until it's over.



Bacoon Aquas

Weaponry: Parasite Serpents, Dark Bubbles
Weakness: jaw tendons, eyeball



The three 'barnacles' on top of the shell spawn serpents when attacked. A combination of laser fire and two torpedoes will destroy each one in turn for three hits.

The next task is to remove the two tendons that hold tight the clam's jaws. Target one tendon with a volley of laser fire until it flashes psychedelic colours, whereupon a torpedo can be locked onto it for the final snap. Repeat for the second.

Don't let your torpedoes lock on the bubble generators, as it's the central eye that needs to be blasted. Shockingly, you can usually get through this last phase by simply staying central and whacking both fire buttons – the torpedo explosion will clear bubbles in a huge radius, thus protecting your ship – until the ten hits message rolls from Bacoon's shell.

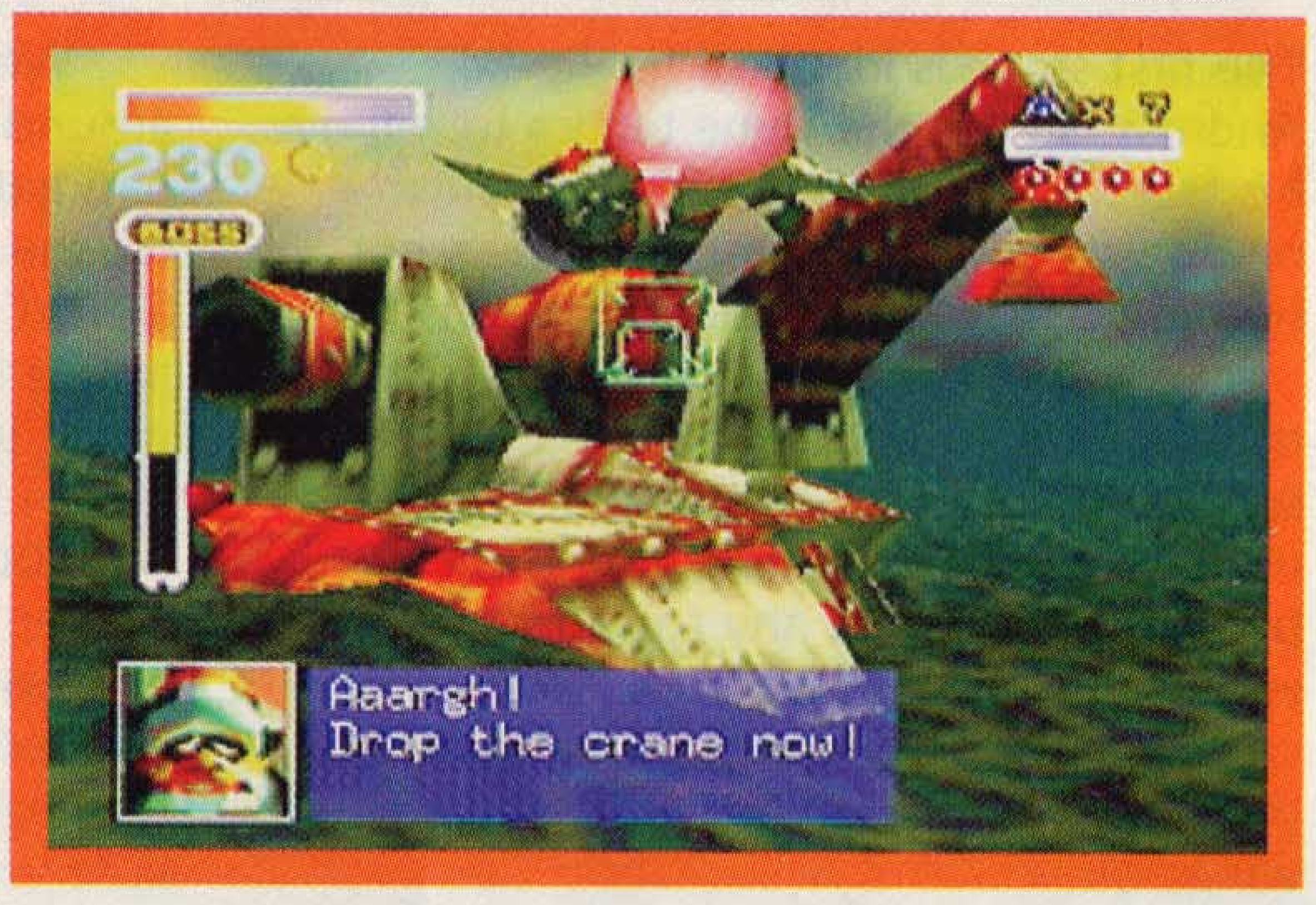
Saumarine Zoness

Weaponry: Cannonballs, Fuel Drums, Wrecking Ball, Plasma Cannon
Weakness: smoke funnels, gun ports, crane, body

Being a bit generous with the bombs, you thought? That's because Sarumarine can't be hurt by anything else. At first, your lasers are only good for shooting cannonballs (worth a Nova Bomb) and drums (a silver ring). If you're accuracy isn't up to it, a Nova Bomb fired straight forward will produce the collectables easily.

Each smoke funnel takes two well-aimed bombs to destroy, and they're only vulnerable when raised. With both destroyed, bomb one of the side hatches so that it detaches and sinks. This will prompt Sarumarine to turn around and attempt to retrieve it with the crane. Your new target – the crane arm itself – takes three more bombs to obliterate. If you succeed, the ship turns back around and allows you to bomb the other hatch.

The wrecking ball isn't hard to dodge, as the skipper announces when he's going to use it. But the stream of plasma balls is a much faster weapon, so thank goodness your laser is now effective once more. Scupper his hull and leave.



FIRE & SOMERSAULT
This is another thorough stalling technique, as you can loose a homing shot and start to charge a second just before the down+left-C manoeuvre. You not only see what you've destroyed, but also come out of the loop with another homing shot ready for action.

HOMING SHOTS
Always keep a homing shot ready, even in quiet stretches, to scan the screen for approaching enemies. The only way to earn those medals is to rack up grouped hits. Although it might seem too easy, your aim is still vital: target the central ship of a five-strong wave and you'll earn four hits, making nine points in total. Not all targets will grant a lock-on, and it's not effective until the enemy moves to intermediate range.

Whether they lock or not, homing shots are still powerful 'charged' projectiles. Some grouped and even single objects score extra points for a hit with a homing shot (Macbeth boulders, the Zoness crates) even though a lock-on is impossible.

HIDDEN TIME LIMITS
Many levels reward you with extra points for a quick performance. If you take your time destroying the Bolse core, or allow the Wolf Team to survive for too long, their hit ratings drop dramatically.

GALAXIAN GUFF
Remember the old 2D shoot-'em ups, where waves of swooping invaders could be nailed by keeping still and shooting the one spot through which the entire formation flew? This ancient technique will also work for Lylat Wars, from the web-

GO! GO!

spinners of Meteo to the launch pads of Venom. If you need to help out a wingman in the distance, just place your homing sights over their brightly-marked Arwing and see what flies through next...

PRACTICE MODE

This course concludes with training in all-range mode. If you destroy enough target drones for your hits score to reach 100, a Wolfen fighter craft will enter the fray (it's not that tough, sadly). Look for the dark silhouette on your radar, as this ship will be replaced every time it is destroyed.

A little game you can play here is to destroy the Wolf ship by collision. Let it get close on your tail, then skim low across the ground to draw it down. Aim straight for a tall building and, at the last millisecond, perform a down+left-C somersault that includes a slight roll left or right. If you do it correctly, you should even get to see your pursuer smack straight into a tower block.

EXTRA BITS

When you have 15 medals you'll enable the expert mode, where you'll be able to play the game on a greater difficulty. You'll also have access to the Sound Test and Equaliser functions. Typically, the title screen will also change to demonstrate your achievements.

Beating the Expert route will also reveal two new images in the credit sequence. By beating it, we actually mean sticking to the hard route and clocking a medal on EVERY COURSE. Phew, yep.

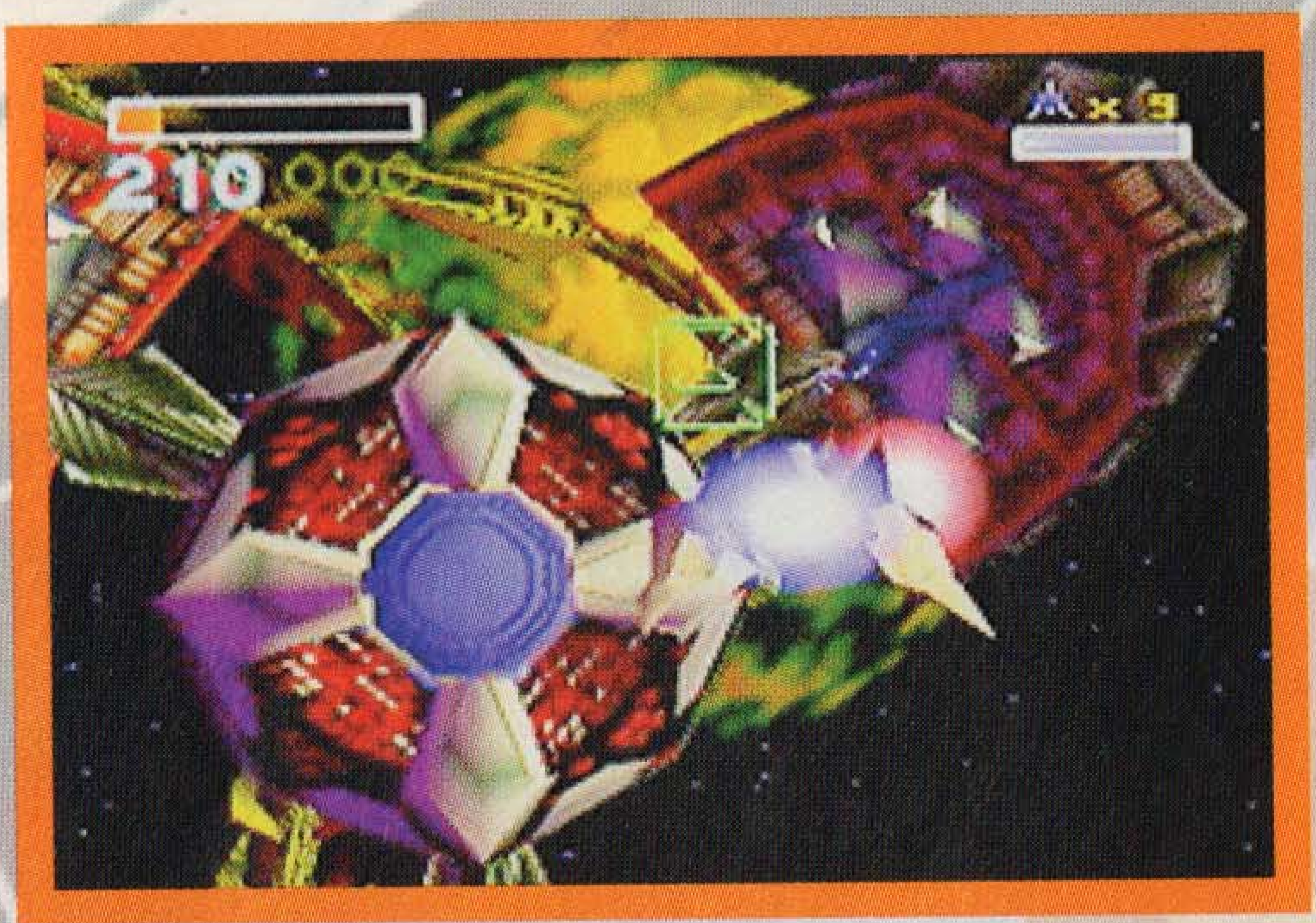
Gorgon *Area 6*

Weaponry: ***Snake Arms, Missiles, Drone Ships, Gorgons's Stare***
Weakness: ***energy balls inside shell, central lens***

Possibly the most exhausting boss in the *Lylat* System. Every time the Gorgon's shell splits open, shoot all three pink energy balls orbiting the central lens. They get faster and wilder as you progress, but you'll need to complete this task several times before the lens becomes muddy and vulnerable.

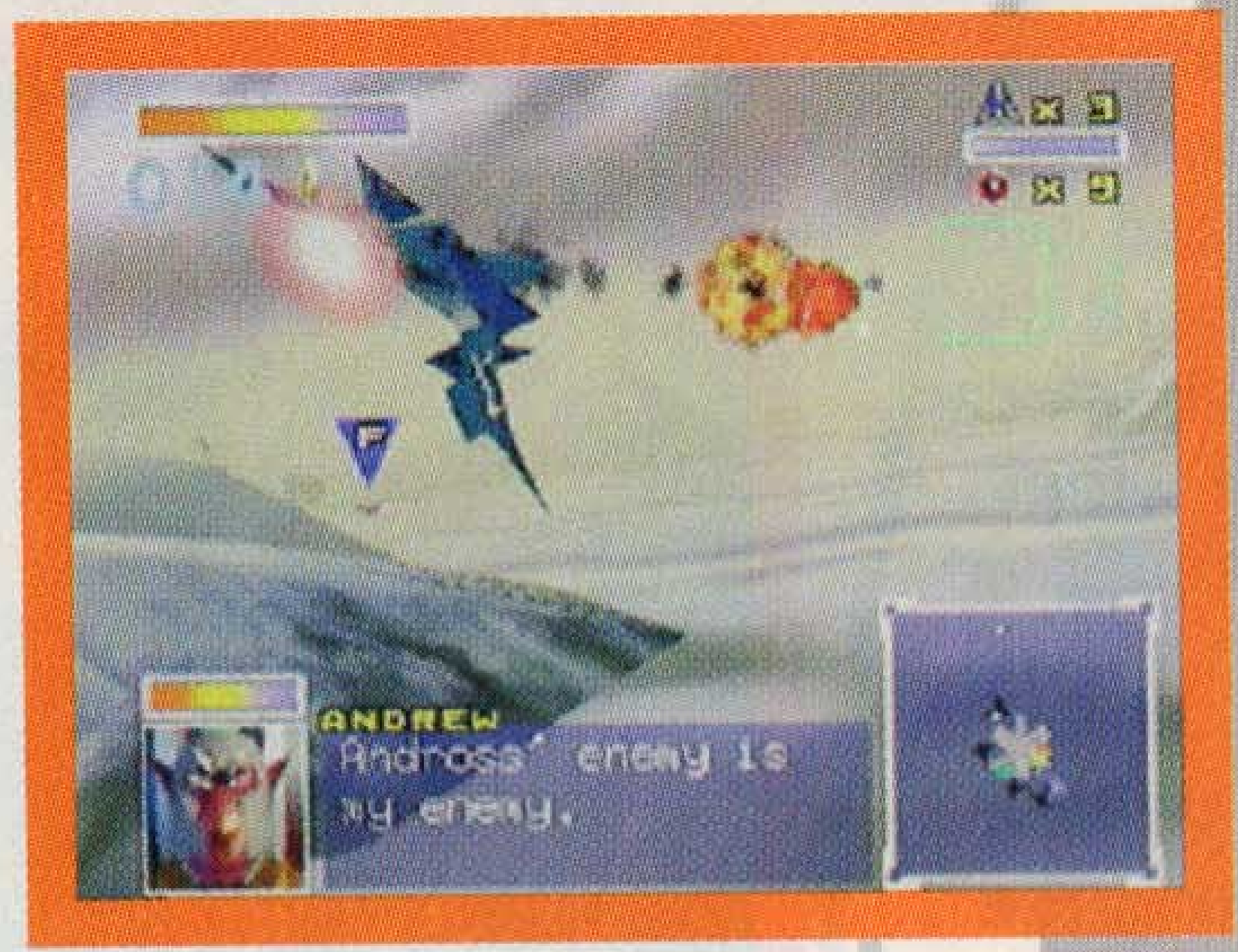
Guided missiles or drone ships will be released when the Gorgon cloaks and vanishes. You can shoot these for silver rings, but go for the Gorgon's tentacles at all other times. It's so hard to dodge those huge grippers when they slam forward that your best bet is to keep them all peppered with laser burns and just polish them off as they fly out (you'll be warned, as they curl back behind the main body before lunging).

Its finishing attack is an awesome beam of destruction. You just need to keep rolling around the edges of the screen to stay ahead of it. When the shell opens again you'll be able to blast the beam's lens. Get that right and it'll soon be over.



Wolf Team *Fortuna, Bolse, Venom*

Weaponry: ***Wolfen Lasers***
Weakness: ***turning circle, predictability***


ANDREW
Andross' enemy is my enemy.

The first tip is to nail the suckers before they get a chance to scatter. As soon as they arrive on Fortuna, press Start to skip the cinema sequence and head to the bottom right of your scanner. While Star Wolf is still talking you can actually fly underneath, get behind them and U-turn before they even drop into view. Time it well and you'll have all four ships clustered directly in your sights.

When you have a Wolfen ship at six 'o clock, make barrel rolls to deflect the shots until your manoeuvre bar is free. Then hit down+left-C to somersault and watch the enemy shoot out in front of you. Your pursuer will veer off left or right, and if you anticipate the direction then you can actually start to make tight barrel rolling turns to chase them before you've even fully looped the loop.

These barrel turns are the key to beating the enhanced Wolf Team, as your ship still has a tighter turning circle. Just keep rolling until you can follow the Wolfen fighter with your sights. If they try to loop, you can still keep firing at them off the top of the screen with a little intuition.

Nova Bombs and homing shots won't help, and their upgraded ships can even barrel roll to deflect your shots.

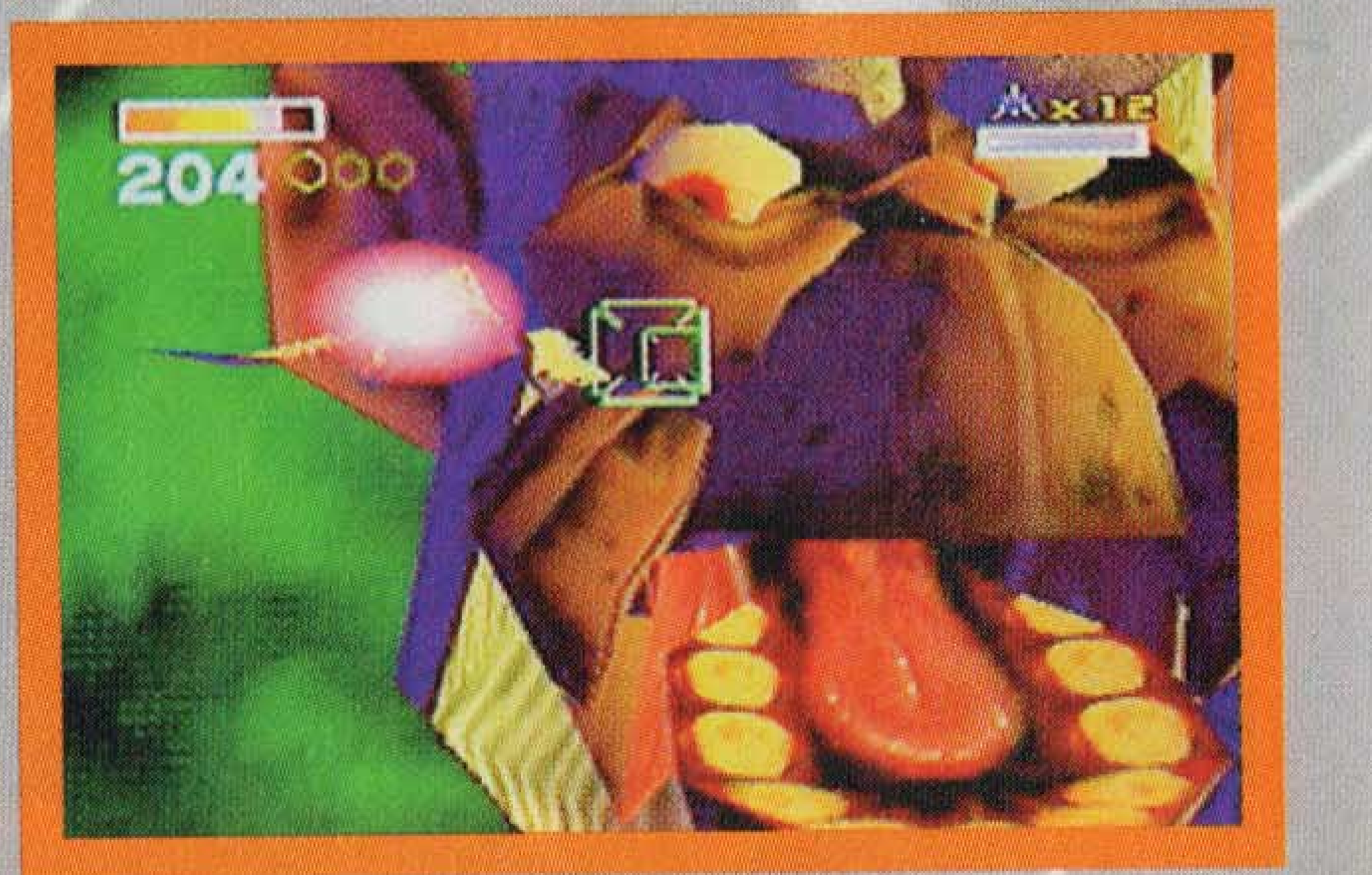
Fake Andross *Venom*

Weaponry: ***Lightning Bolts and Asteroid Breath***
Weakness: ***eyes, hands***

To reveal his weak spot you must hit Andross repeatedly in the eyes. As he raises one hand in pain, the flashing target on his other palm can be fixed in your sights. Until you destroy this hand, Andross will then raise a finger to frazzle you with lightning bolts. Avoid it by moving to the opposite top corner of the screen and resume shooting his eyes while he's still pointing.

Armed with an upgraded laser, you can usually finish Andross before he gets beyond this cycle. If not, his deep breath attack will suck you in for a good mastication that's likely to cost you a wing. Retros help little here, so the best stalling tactic is to veer sideways and perform a somersault as you're drawn in. The vital delay will let you escape with no more than a scrape, and can even work to your advantage if you have Nova Bombs – just pop one straight down his throat before you evade (a cry of "eat this, melon farmer!" is optional) and watch for that chilli pepper reaction.

When both hands are gone, return to the eyes and remove his mask: the robot underneath will then charge you head-on. Fire and roll aside or loose one last Nova Bomb to end the game.



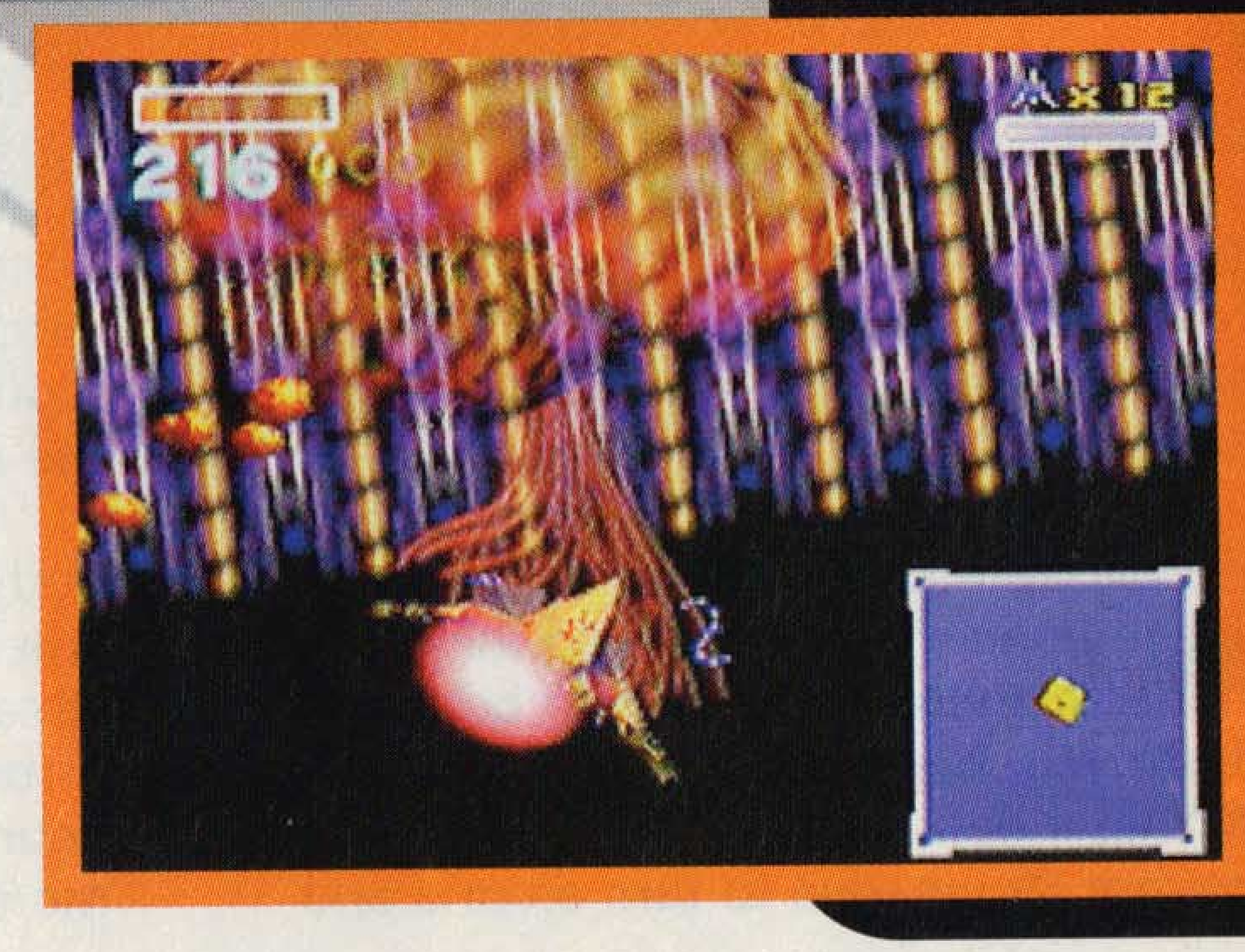
Andross Brain *Venom*

The first stage is identical to the fake Andross, so use the same tactics to remove his face. All credit to the plucky simian – he doesn't give up, even when he's got nothing but nerve ganglia to hit back with.

Shooting the eyes isn't tough. They'll try to home in, but all you need to do is somersault or use roll turns and duck under/over that crackling wire to get behind them. Avoid any sort of collision with the brain itself because Andross can trap you in the cortexial tentacles at the base of the brain and crunch your wings off.

When he starts to chase you around the arena, the trick is to let him get right up behind you. Wait for the radar to show Andross almost upon you, then start barrel rolling hard left or right and keep going in that direction, no matter how long it takes.

Your turning circle is slightly tighter than his, so you will eventually end up directly behind the brain. That greenish lower segment in the rear is its weak spot, and in dire need of a little laser surgery.



The Levels Themselves

Corneria

Medal Conditions: 150 Hits

By flying under its many arches, some of which have doors to shoot open, or by turning your Arwing sideways and flying through the gaps between tower blocks, extra Nova Bombs will appear for collection. Stock up.

The most rewarding enemies are the heavy robots that push towers and throw girders. Look out for those hiding on the sidelines, each one is worth five hits.

There are two paths to take at the end of Corneria. To reach Sector Y, you must first destroy all three pursuers to save Falco when he blames his G-Diffusers (boost forward if buildings obscure your homing shot). Then fly through all the rock arches on the next stretch of water, blasting the skimmers with homing shots (use a somersault under the first arch to get the bomb that appears). Falco will then lead you through the waterfall in pursuit of the Attack Carrier.

FALCO Something's wrong with the G-Diffuser!

Meteo

Medal Conditions: 200 Hits

Brown asteroids are destructible and worth points. Rapid fire and Nova Bombs will get you off to a healthy start. Fly through the rings of grey rocks to get power-ups.

Approaching the first tunnel, shoot the worms in the head to prevent a rear attack. Aim to somersault just before you collect the Nova Bomb at the end of the tunnel to claim the two rings simultaneously.

This level introduces the butterfly ships, little buzzing enemies who produce gold rings or laser upgrades. Use rapid fire, then manoeuvre through the centre of their laser ring pulses to line up another shot.

In the second tunnel, use uncharged rapid fire to take out the web-spinning enemies (see our Galaxian Guff tip) as all targets pass through the same location. A bomb detonated at the far end of the tunnel will take out a number of small limpet lasers and can catch the web-spinners outside weaving their grid.

As you approach the checkpoint, try to keep your sights away from the web-spinners winding back and forth – the rings of ships that appear are worth six hits with a homing shot.

The easiest way to earn this medal is to take the Warp. All of the enemies you clock up in warp-space will be added to your Meteo hits total, making the 200 a cinch.

Fortuna

Medal Conditions: Wolf Team eradicated, 50 hits

The easiest medal of all, with a little practice. Just shoot a few enemies (at least six) before the Wolf Team arrives, then finish them all quickly enough to score the maximum ten hits. None of the radars or perimeter features score points, but it can be handy to blast one en route for a silver ring. If you take too long on this level, not only will the base explode (Mission Completed, rather than Accomplished), but you'll have to face the unconquered Wolf Team again in a later stage. Kill them all and you advance a grade to Solar.

FALCO You're dead meat, pal!

Sector X

Medal Conditions: 150 Hits, Slippy Saved

If you came here by switching down a grade from Katina, Bill will turn up to help you with the warp gates.

Homing shots will often reveal quiet, inanimate targets lurking among the debris. Every little helps. If you are going for the medal, take the right-hand path at the three satellites rather than the route to the warp. The score for warp-space won't figure in your total as with Meteo, so this is the most hit-laden path.

Before you fight the SpyBorg, check the space behind it with your homing shot: there are two junk satellites in the distance and a cluster of rubbish shoots past in the bottom right while it's getting orientated. A bit odd, but they're all worth points. Remember that you lose the medal if the SpyBorg hits Slippy.

Titania

Medal Conditions: 150 Hits

The sleepy red-eyed pillars always fall the way you seem to be heading: fool them with a last-second change of direction by using a barrel roll. Use your brake-and-fire technique on their soft white underbellies to take out all of behemoth crabs three hits.

If you want to clear the path of triple-clustered land-mines, homing shots are essential. Conversely, those bleeping time bombs with a large yellow panel are blasted out of the way with a single shot. The local vegetation – a brown cactus – is also destructible, and can yield silver rings.

The Landmaster can climb the steep slopes at the side with some Z+R persistence. You'll find bombs (left) and gold rings (right) up on the plateaus, as well as getting a decent sight lock on the guards who toss rocks into the valley. Use the generous number of bombs this level awards, employ homing shots on the grouped air squadrons, and it shouldn't take more than few replays to get this medal.

PEPPY Don't go too fast, Falco.

Bolse

Medal Conditions: 150 Hits

Nothing can be achieved here until you've removed the forcefield by destroying all of the generator pylons (even enemy ships are protected). By flying high you can lock on sooner, and with an extra couple of hits before you duck under the power line it's possible to disable the forcefield in just one circuit. The perimeter guns aren't very effective, although each surrenders a silver ring (one is worth gold). Take them out for points but leave some for emergency energy restoration. Rob64 always drops the supply box just below the centre on your radar.

The simplest way to get the medal for Bolse is to stick to the easy blue route throughout so that you dispose

Escape from Venom

But what's this? Oh noooo – your Dad has turned up to collect you. At parties, this would be a source of much embarrassment. However, as the Venom Base is collapsing with you inside it, and he's already more dead than you want to be, kindly indulge him in his role as spirit guide. The route he takes is randomly chosen each time, so keep him in sight with regular speed bursts on the straights. Only use half the manoeuvre bar at a time, and never in a turn, but roll the Arwing sideways for wider cornering.

GO! GO!

of the Wolf Team on Fortuna. After removing the shield, take out any craft that cross your homing sights but concentrate on tackling the central core early while its elements are worth ten hits. When you're down to just one core element remaining, clear up the perimeter guns and ships before finishing the level.

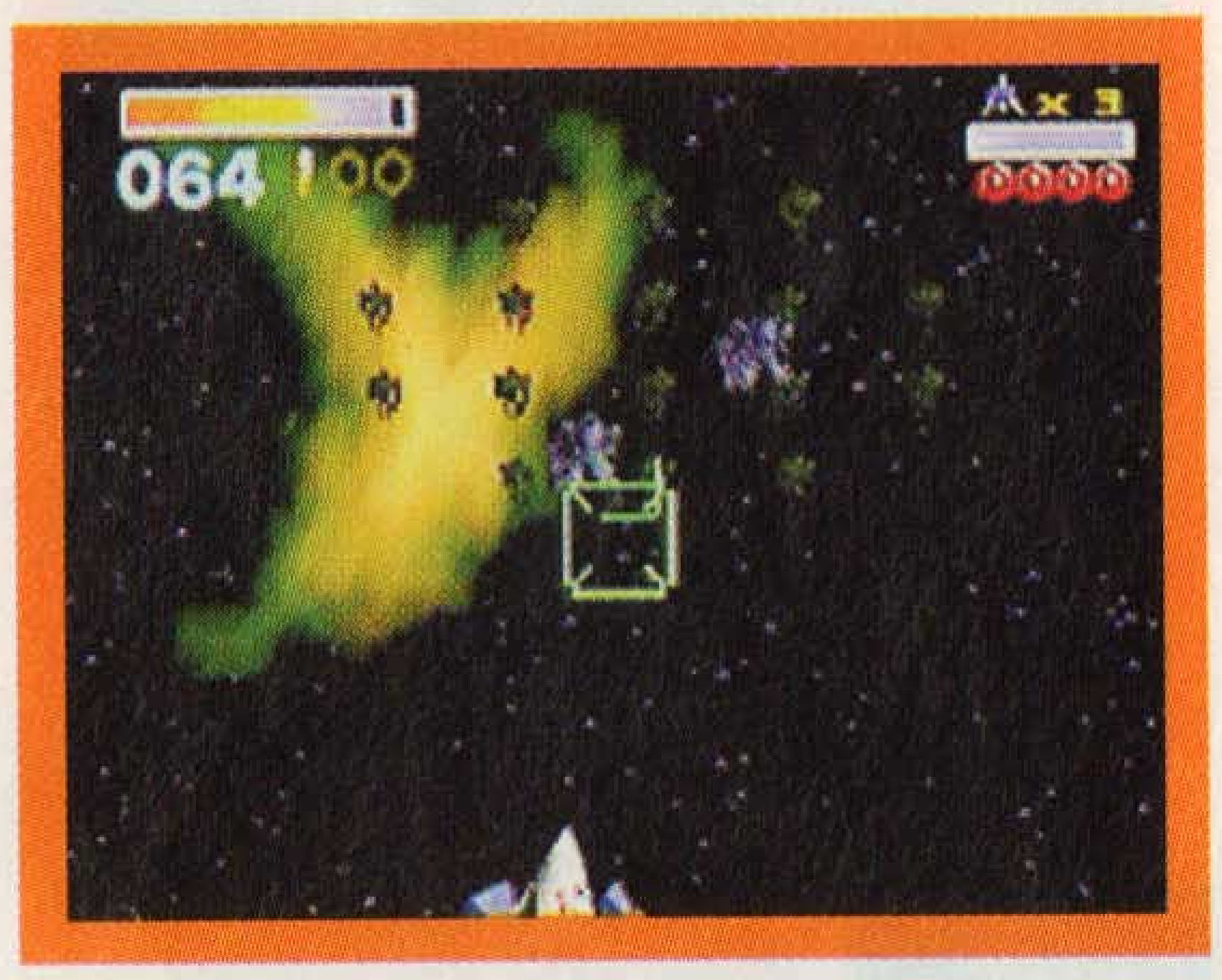
Sector Y

Medal Conditions: 150 Hits

The mobile suits are a pain. They take plenty of upgraded firepower to destroy, can trap your homing sights while falling apart, but are only worth a single hit. Try to skirt around them and pick off the triple formations of blue drones with a homing shot.

At one point you'll be forced down a narrow gulley, either under or over the central partition. Shoot the blue drones at the end for a gold ring.

Although it's not obvious, there are two possible paths at the centre of this course. You'll see two blue suits circling each other, and then be forced to climb with Slippy or dive with Falco to avoid the sheer wall of the carrier behind them. The upper route boasts hordes of blue drones (your best bet) while the lower route shows you the mobile suits being launched.



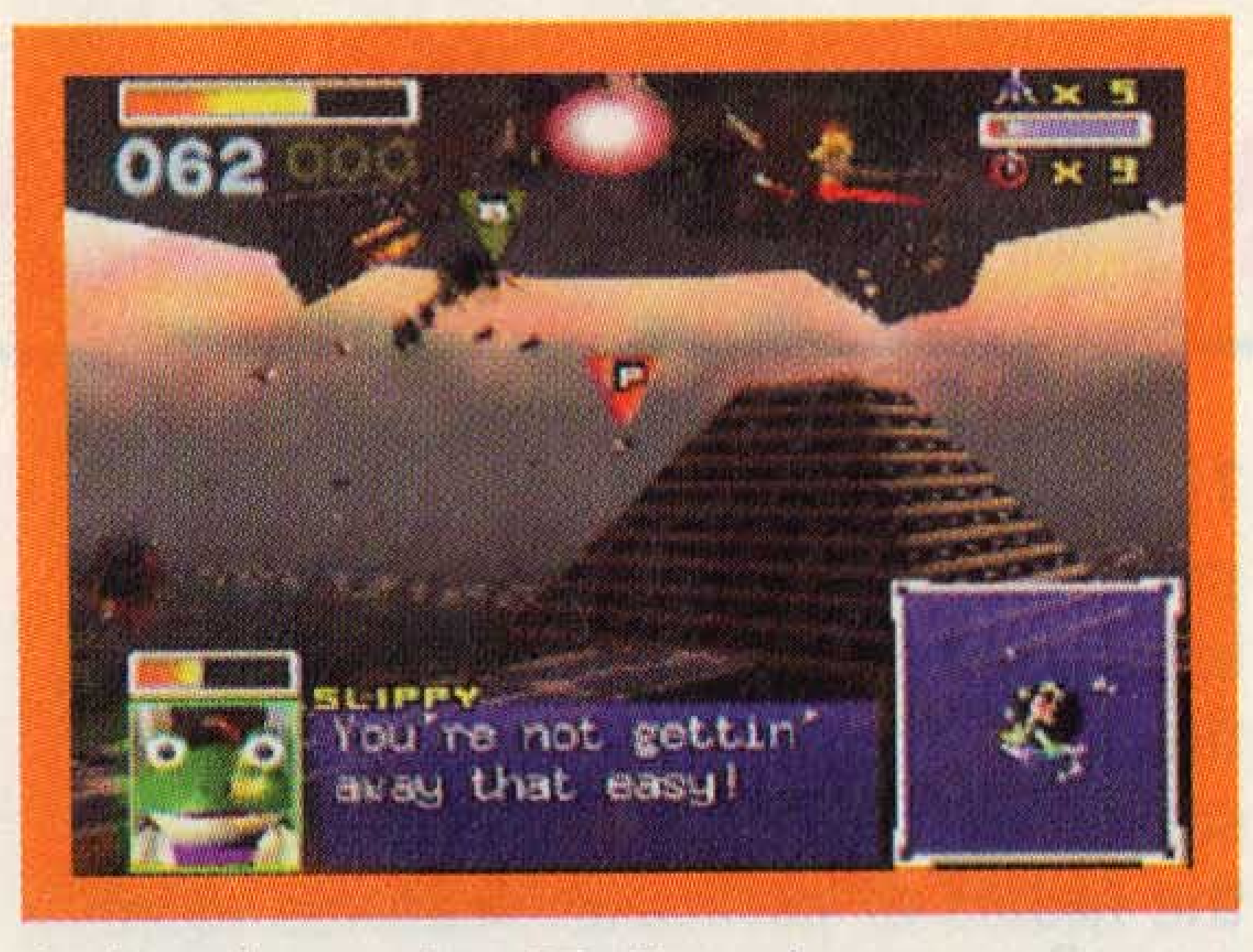
You need to score more than 100 hits in Sector Y to advance to Aquas, else you'll be re-routed to Katina on medium difficulty.

Katina

Medal Conditions: 150 Hits, Saucerer Destroyed

In case anybody's still playing a Japanese cart, we'd better stress: some of those ships are on your side, fool! Learn to differentiate the dark triangular attack ships of the enemy from Bill's plane-winged defenders – just examine what your homing shot will lock onto, and what it ignores – as you'll need many off-the-cuff rapid fire kills in between the homing shots to get the medal.

In our opinion, following the general flow of air traffic in an anti-clockwise circuit of the base secures more grouped-enemy opportunities. You should also leave one of the Saucerer's hatches untouched until the end, so that there's a steady flow of reinforcements thickening the air. Accomplishing your mission to protect the base will take you to Solar: if you fail and get the 'ID4' end sequence then you drop to Sector X. Bill will join you on the next level.



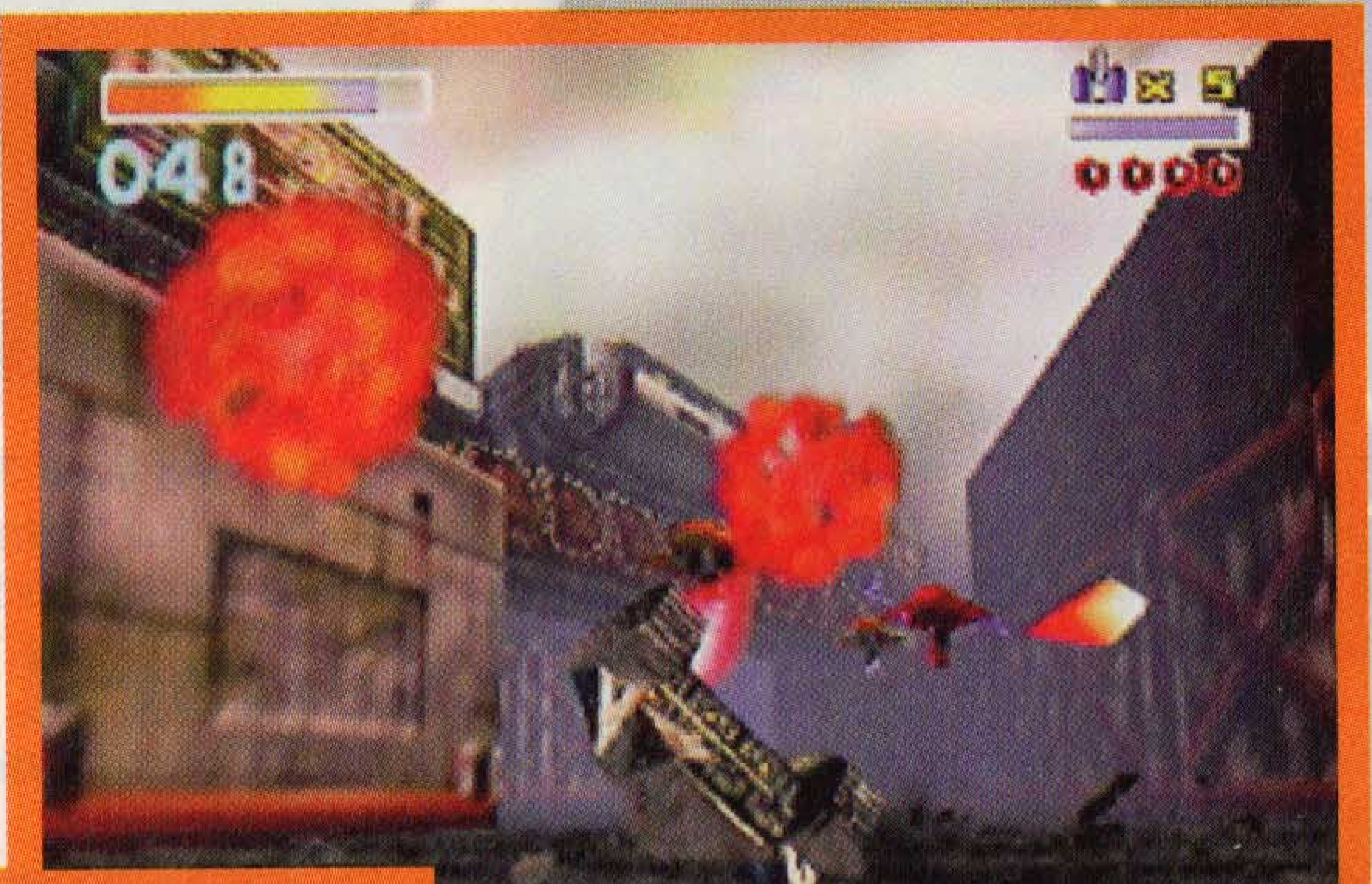
SLIPPY
You're not gettin' away that easy!

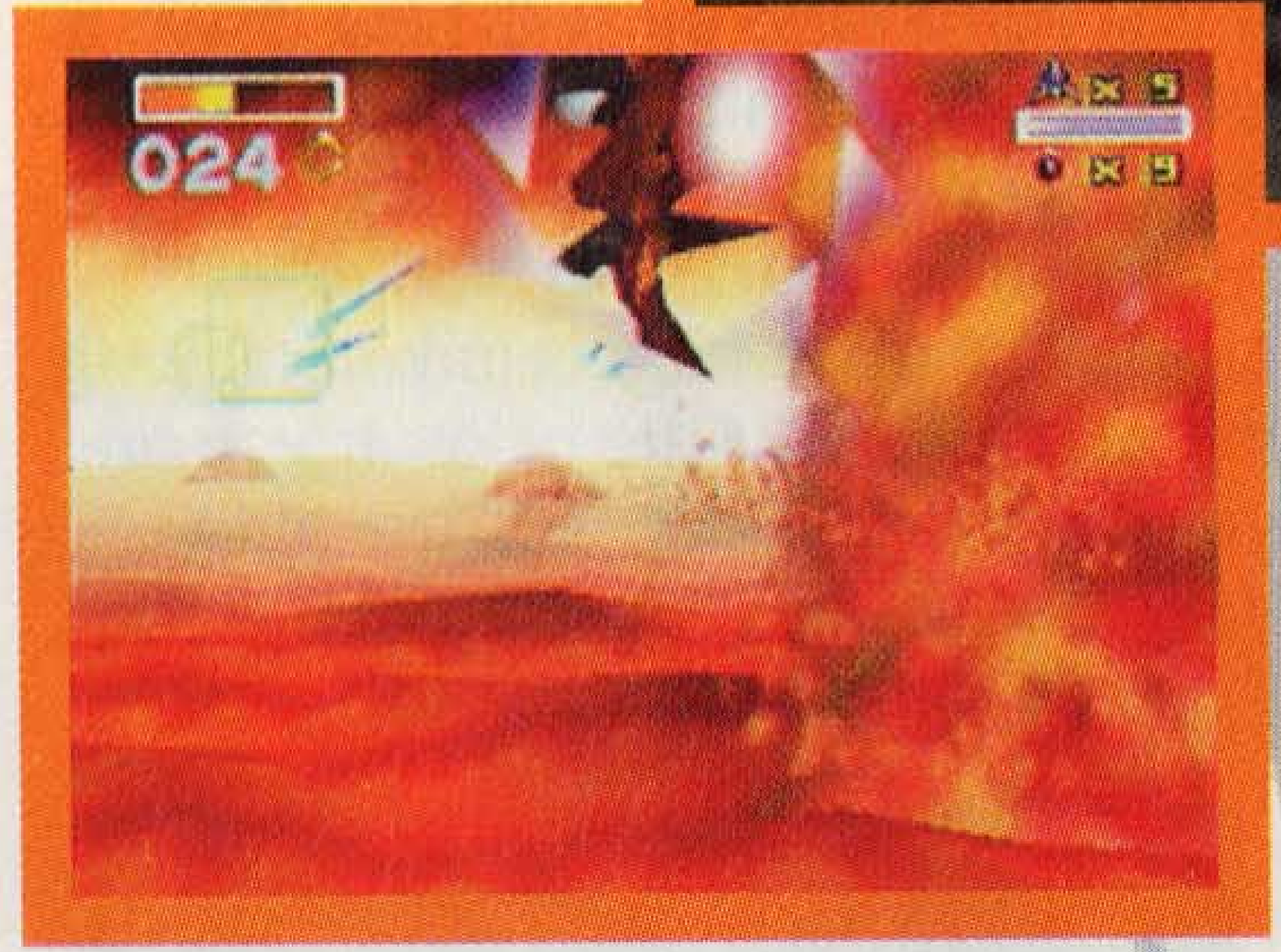
Solar

Medal Conditions: 100 Hits

Clock up as many rocks and dragons as you can by memorising the bomb-worthy hot spots. Keep a homing shot on at all times and use it to scan left and right. The sights will even lock on targets currently invisible behind waves or lava spumes, giving you warning.

Your shield can't protect you from the heat but the higher you fly, the less damage you take. Those rocks are your lifeline, shooting them keeps you in silver rings. Somersault or barrel roll through a group to collect a few at a time. Flashing rocks contain gold rings and laser upgrades.





Dragons destroyed by bombs will often surrender more bombs themselves, and there are two fields where you'll be overwhelmed by sudden swarms. A homing shot followed by a Nova Bomb (using a close manual detonation) can take out the entire flock for hits aplenty.

Macbeth

Medal Conditions: 150 Hits and all 8 switches

If you geared down to Macbeth from Zoness, Katt will offer air support and help with switches four & five.

Your primary target is the Train. Each section can be destroyed by blowing up all cargo and carriages on top and then shooting low for the bogie. Half the points for the medal can be gleaned from the train itself. The only time you should hold off is with the rear boulder skips and the cannons (which dislodge boulders from the mountain sides). Use unlocked homing shots to clear the boulders in your path for extra hits.

Falco needs saving when you pass under the bridge, but you can have a homing shot waiting every time. Use Z+R to get through the tunnel blockade. You should have at least 100 Hits by the checkpoint.

After the checkpoint, you need to shoot the eight signal switches found along the trackside – look for (1) right, (2) right, (3) left, (4) high right, (5) left, (6) right behind a gate, (7) left behind a destructible barrier, (8) far right behind a destructible barrier. The gates can be raised and then lowered, with a couple of shots.

Finally, watch for a battery of signal lights to the right of the track: if any are red rather than green, you've missed a switch. Firing upon this battery will present the points lever, which must also be shot to change the tracks. The Train will then veer into the sidings and pull MechBeth to its doom for a massive 50 hits.

Aquas

Medal Conditions: 150 Hits

Power up your lasers as soon as possible by shooting and raiding all of the clams on the sea bed.

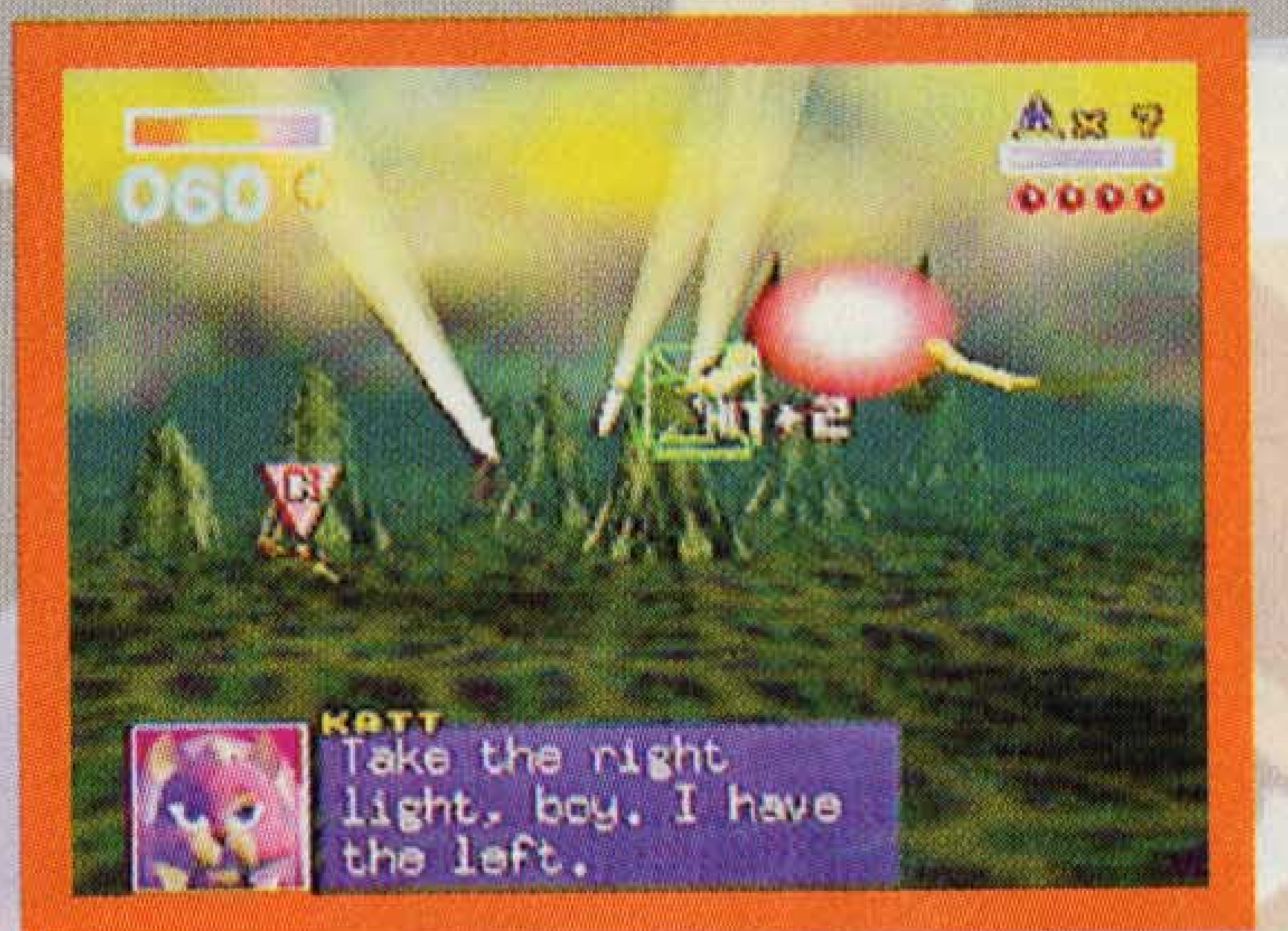
This whole level is one big brake-&-fire trip. Fire your retros constantly so that you have time to take out smaller, quicker enemies and starfish mines. There's no homing shot as such, so the only way to fall below the medal requirement is to let things slip past you. Even the rocks that fall in an avalanche after your encounter with the jellyfish barriers can be blasted for points. Also, destroy the weakened columns of the sunken city to find an extra gold ring.

The Blue Marine's unlimited torpedoes function as flares, illuminating the murky deep, but don't overlook the capacity of its lock-on sight to scan for and pick out enemies in the dark.

Zoness

Medal Conditions: 250 Hits, Searchlights Destroyed

Destroy all of the searchlight buoys: you'll know when you've missed one because their beams will turn orange. Pay special attention to the wave gates, which can be raised and lowered by shooting the gearwheels at the side: one of the buoys is behind such a right-hand gate. The lights are worth two hits rather than one.



KATT
Take the right light, boy. I have the left.

Katt will turn up to help shortly after the start. She can help you with those hard-to-reach searchlights but remember that she'll be stealing your medal-scoring points.

Homing shot opportunities abound, especially when you're confronted with spinning prawns. Always use homing shots on the crates for extra hits.

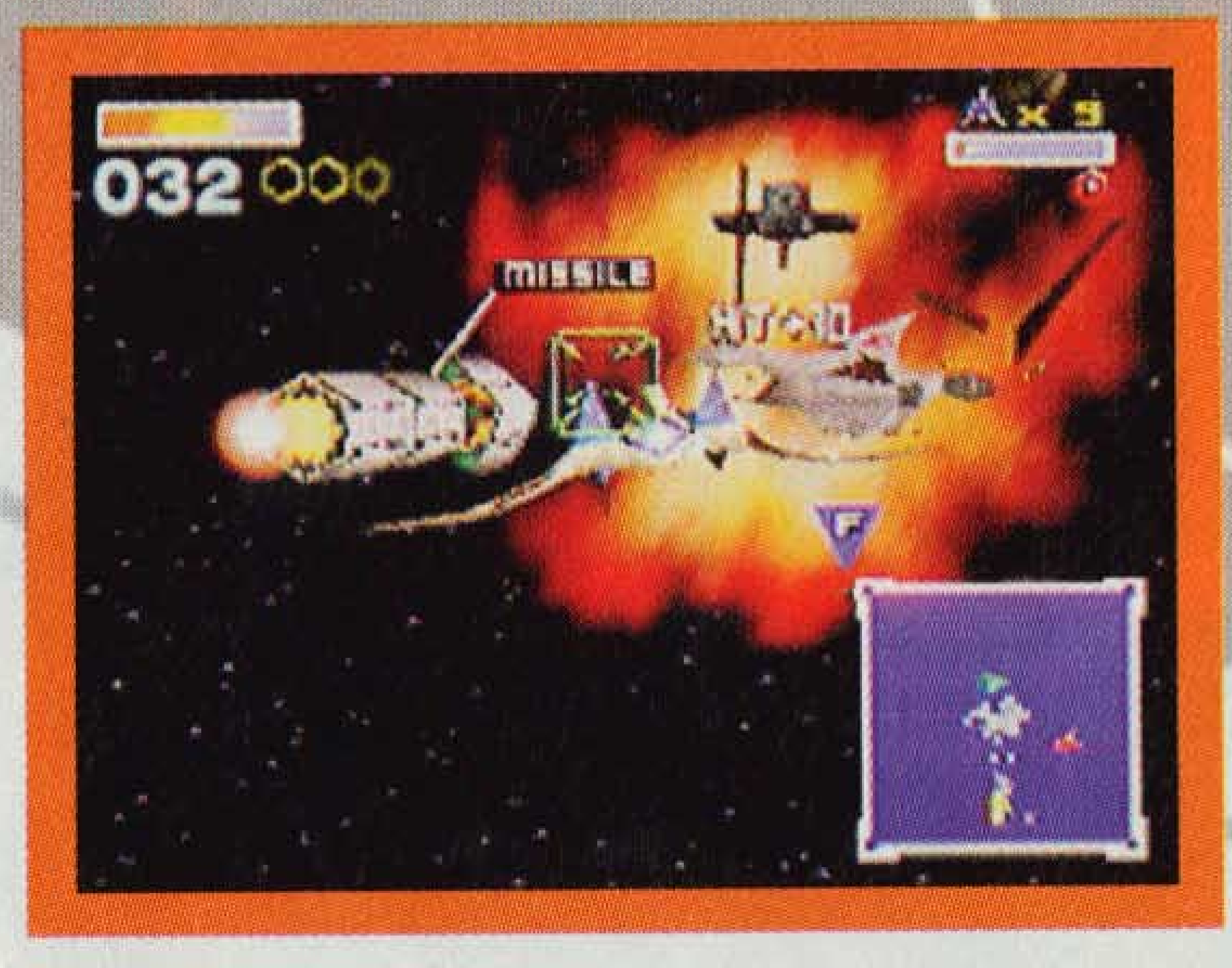
Proceed to Sector Z by disabling all searchlights, or else downgrade one difficulty to MechBeth. Katt will follow.

Sector Z

Medal Conditions: 100 Hits, Great Fox unharmed

It only takes one successful warhead detonation to end this level prematurely, and there are six Copperhead missiles (in waves of 1, 2 and 3) on a collision course with the Great Fox.

Each of the missiles is worth ten hits, so you've still got to come up with a staggering shortfall from the fairly aggressive fighter ships in the vicinity. And while you protect your comrades, they will attack the Copperheads with such gusto that they may steal your points. If you came from Zoness, even Katt will need to be beaten off. Fortunately, all missiles come from the same direction – if in doubt, check the port side of the Great Fox – so you can lurk in the vicinity and act sharpish when they appear. Approach the missiles head on,



make a U-turn on passing, then use the occasional retro to stay in their wake with lasers screeching.

You can actually dock with the Great Fox by flying into its upper aft hangar: you'll be launched from the forward flight deck with full shields and any damaged wings repaired. You don't really time for this to become a useful trick but it's worth seeing.

Area 6

Medal Conditions: 300 Hits

What a pig. The only way to make such a score is to start with hyper lasers and keep them, so don't bother dying for a replay. Use retros and somersaults to spend longer on the larger targets. The laser dishes (they look like spinning tops) can be hurt with rapid fire to their pointy protrusions for three hits, and they'll turn face-up to deliver a volley of shots if you fail. The enormous battle cruisers can also be destroyed for five hits by taking out their five gun turrets and blasting the bridge superstructure at the end. Rob64 will ask if you require the assistance of the Great Fox when these appear, but it means less targets for your homing shot.

PIGMA
Too bad dad's not here to see ya FAIL!

The five screwpoint missiles must be destroyed from a distance with accurate fire (lock-ons will be too late). Each one that passes will double back to explode on your furry tail, so if you thought you were dying here for no fair reason then this is probably why.

Venom (Easy)

Medal Conditions: 200 Hits

Easy Venom is an OTT shoot-out, so there are good arguments for a Nova Bomb in some sections. You might score a couple of homing shots in the first wave, but a well-timed manual detonation can pick up 20-25 points.

If you want to take a path filled with enemies to shoot, stick to the left hand forks. Follow Falco through the rock arches to find a gold ring or a laser upgrade. If it's an easy life you're after then the second right leads to sudden eruptions of rocky blades, while the right fork after that is another obstacle course of tiny boxes. You'll discover a gold ring, hidden just right of centre, when the first stone pillars start to rain down a la Starwing.

If your whole team is still alive, their last act before you go on alone is to swoop in formation and clear a path through the stone pillars before the checkpoint. Bless.

Venom (Hard)

Medal Conditions: 200 Hits

If you've got the hang of dogfighting then you might actually find it easier to earn the Venom medal here. This is a straight duel to the death with the CyberWolf Team, and each one is worth 50 hits if you finish them fast enough (they drop to 30 hits after a few minutes). The Wolfen ships usually leave silver stars and gold rings at their final crash sight, so follow through on those kills for the sake of your shields.

Now you will feel TRUE pain!

Lair of Andross (easy)

Old Starwing players may find themselves rolling sideways to avoid the beams criss-crossing the tunnel, but you can actually shoot the beam generators on the wall and even use a homing shot to clock up the last 10-16 hits for Venom.

Lair of Andross (hard)

The path we usually take is first left, then every right after that. This route offers those vital wing repairs or laser upgrades to do the job quickly. Alternatively, take a right then a left to see the incredibly rare 1-Up icon.

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HOW TO... become a media tycoon

Reckon you can put together a better magazine than us, then? Here's how to go about it – with a few examples you prepared earlier.

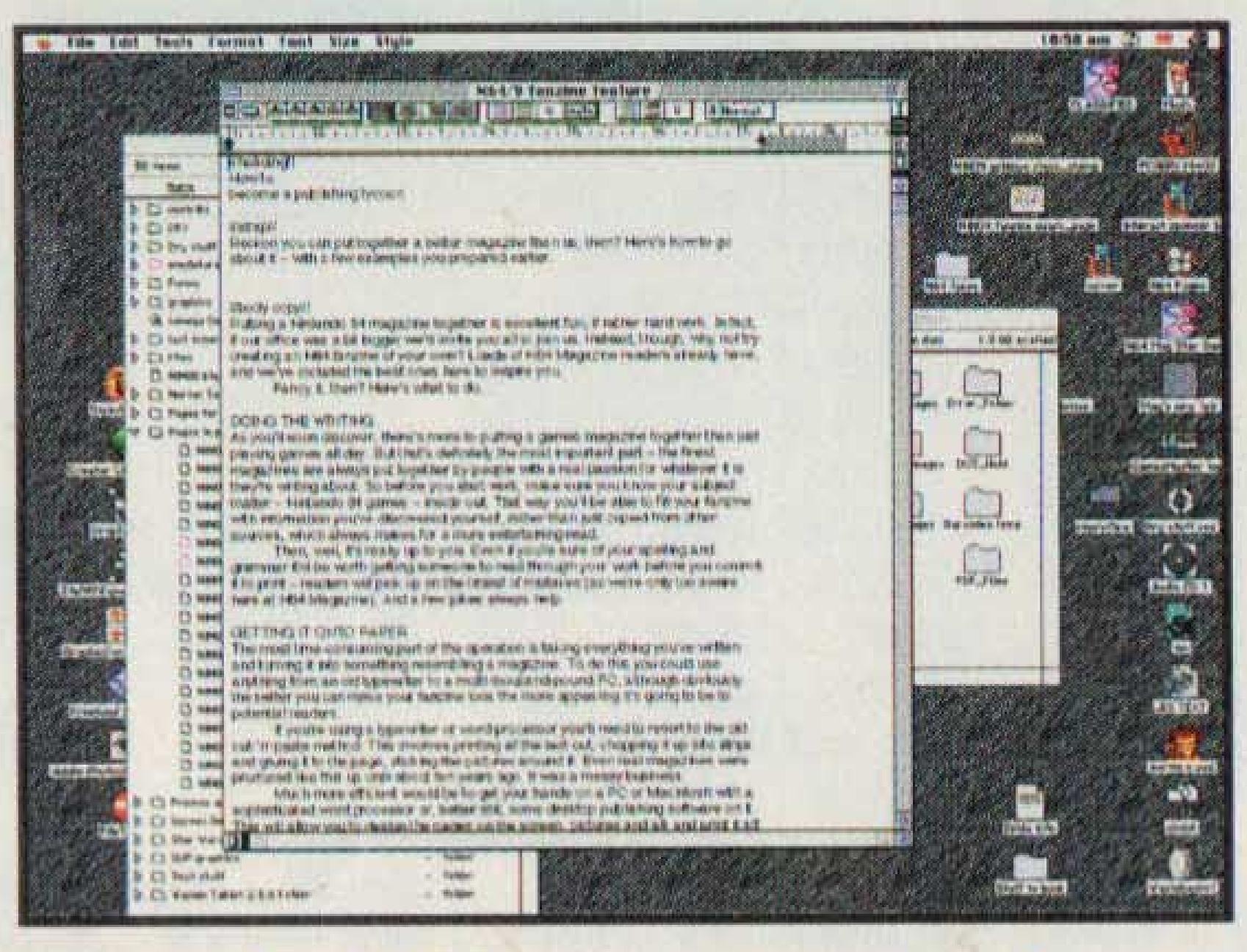
by Jonathan Davies

Putting a Nintendo 64 magazine together is excellent fun, if rather hard work. In fact, if our office was a bit bigger we'd invite you all to join us. Instead, though, why not try creating an N64 fanzine of your own? Loads of N64 Magazine readers already have, and we've included the best ones here to inspire you.

Fancy it, then? Here's what to do…

DOING THE WRITING

As you'll soon discover, there's more to putting a games magazine together than just playing games all day. But that's definitely the most important part – the finest magazines are always put together by people with a real passion for whatever it is they're writing about. So before you start work, make sure you know your subject matter – Nintendo 64 games – inside out. That way you'll be able to fill your fanzine with information you've discovered yourself, rather than just copied from other sources, which always makes for a more entertaining read.



*We write **N64** Magazine on Apple Macintoshes using a word processor called Nisus. It's absolutely terrible – your words keep disappearing off the bottom of the screen. Get something else, we certainly should.*

Then, well, it's really up to you. Even if you're sure of your spelling and grammar it'd be worth getting someone to read through your work before you commit it to print – readers will pick up on the tiniest of mistakes (as we're only too aware of here at **N64** Magazine). And a few jokes always help.

GETTING IT ONTO PAPER

The most time-consuming part of the operation is taking everything you've written and turning it into something resembling a magazine. To do this you could use anything from an old typewriter to a multi-thousand-pound PC, although obviously the better you can make your fanzine look the more appealing it's going to be to potential readers.

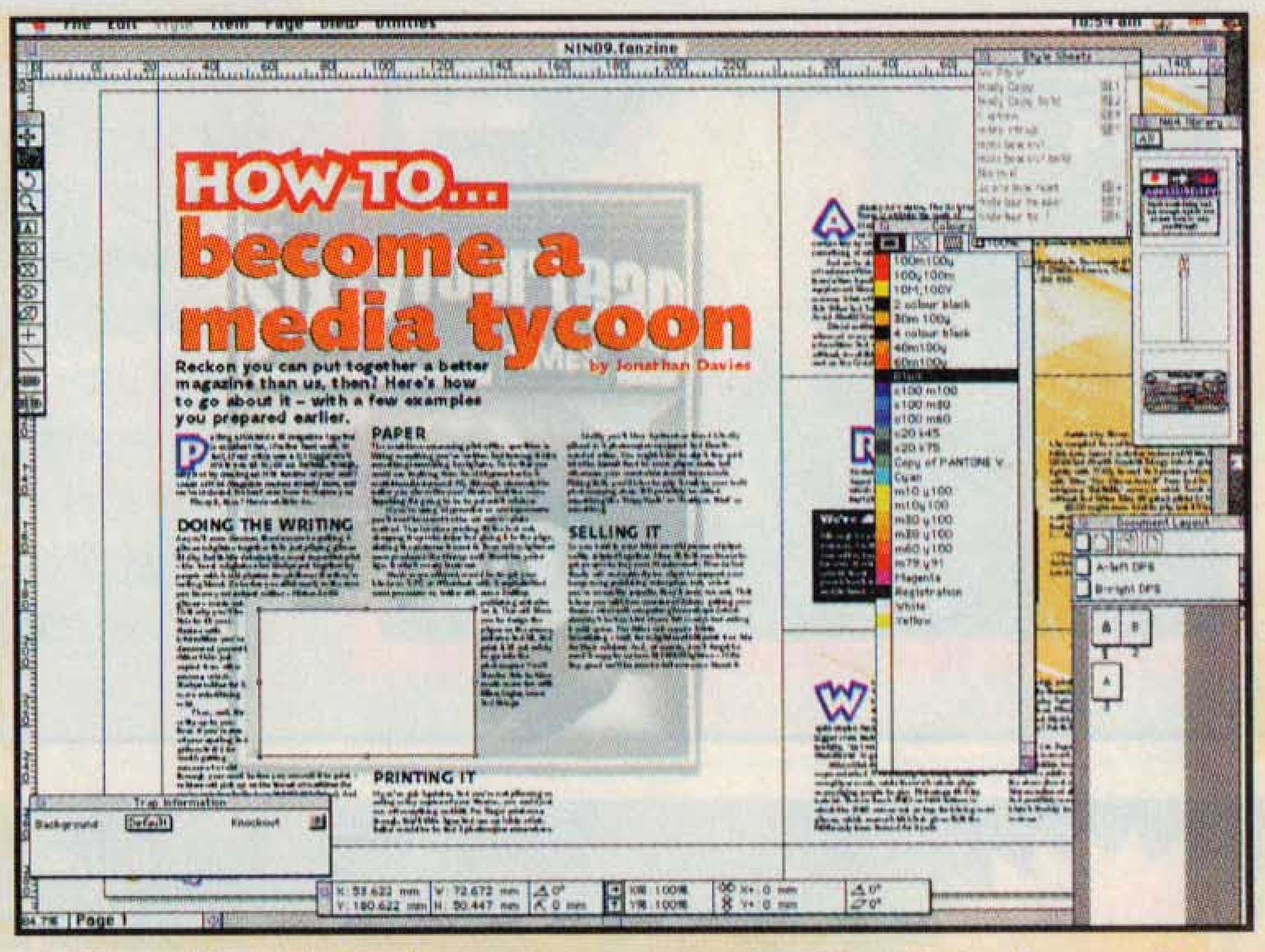
If you're using a typewriter or word-processor you'll need to resort to the old cut-'n'-paste method. This involves printing all the text out, chopping it up into strips and gluing it to the page, sticking the pictures around it. Even real magazines were produced like this up until about ten years ago. It was a messy business.

Much more efficient would be to get your hands on a PC or Macintosh with a sophisticated word processor or, better still, some desktop publishing software on it. This will allow you to design the pages on the screen, pictures and all, and print it all out ready to go into the photocopier. You'll also be able to have much more fun with titles, logos, icons and things.

PRINTING IT

If you've got a printer, and you're not planning on selling many copies of your fanzine, you could just run off everything on that. For larger print-runs, though, this'll take ages and use up loads of ink. Better would be to find a photocopier somewhere.

Ideally you'll have a parent or friend handily placed in a photocopier-equipped and liberal-minded office. You might have to slip a few quid into the biscuit fund to cover paper costs, but otherwise your overheads should be minimal. Failing that, you'll have to pay a visit to your local photocopying shop. It'll probably be called something like 'Kopy Kwik' or 'Pretty in Print' or something.



Wil and Paul design our pages on Macintoshes using Quark XPress software. When they're not playing GoldenEye 007, that is. Tsk.

SELLING IT

So you hold in your hand several pieces of paper, neatly stapled together. Now all that remains is to get people to buy it. Friends and family will undoubtedly be eager to support your burgeoning publishing enterprise, but, unless you're unusually popular, they'll soon run out. That leaves you with two courses of action: getting your fanzine into local computer games shops (which shouldn't be too hard if you ask nicely) and selling it mail order. The latter will require a little advertising – look for magazines that print free reader's ads. And, of course, don't forget to send a copy to us here at **N64** Magazine – if it's any good we'll be sure to tell everyone about it.

We've all got to start somewhere

Although he's done his best to hide the evidence, Jonathan, **N64** Magazine's own editor, began life on a fanzine of his own. It was called Spectacular, and was all about – yes – the Spectrum. His puns haven't improved since. (*I'm so embarrassed. – Ed*)

SPEC TACULAR

TIPS FOR A FINER FANZINE

- The best fanzines find a 'niche' – a new angle to approach the N64 from. Concentrating on import games, say, or retro gaming, or being 'angry', or your local N64 scene. This works much better than trying to copy professional magazines, and covering the same news, previews and reviews as them.
- Although it's tempting to go haywire with typefaces (or fonts), the results will be much more readable if you stick to one or two. We have to restrain Wil sometimes. *(That's not true. – Wil)*
- Screenshots will be a problem, as not only do they look rather messy when they're photocopied, but they're difficult to get hold of in the first place. To take your own you'll need either a camera and a steady hand, or a computer with a built-in video capture card. It's probably easier to use ready-made ones. You're welcome to snip the odd one here and there from your **N64** Magazine collection.
- Don't expect to make millions straight away. Fanzines rarely make a profit, and it'll probably be a struggle just to break even. Think of it more as a labour of love – and a possible springboard to a glorious career in publishing later on.

The SixtyFortean Times

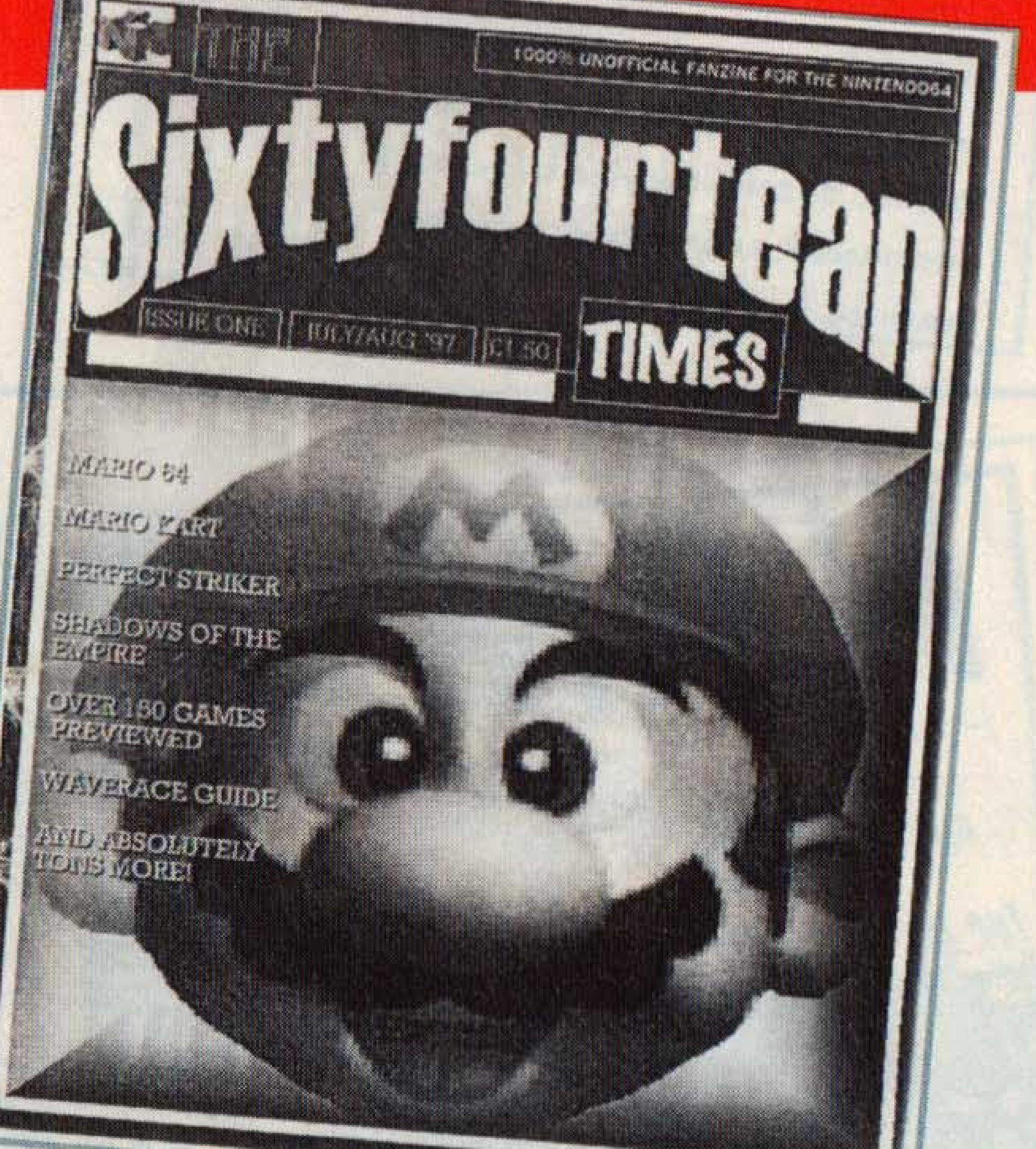
A chunky A5 volume, The Sixtyfourtean Times is entirely the work of Stockport's Daniel Nowell. "It's written, edited and put together completely by myself," Daniel says, "and it's something of which I'm immensely proud."

And so he should be. Issue one consists mainly of reviews of the N64's software catalogue, but there's also a pull-out 'Bernard the Tamagotchi' supplement about Japanese culture, some record reviews, a list of lines-that-sound-a-bit-rude from Star Wars and Ten Good Reasons Why You Should Avoid *Mortal Kombat Trilogy*.

Daniel certainly knows his N64 games, and has crammed every square inch of paper with information and opinion. *Super Mario 64* comes off best, inevitably, while the spittle is almost still wet on the *Cruis'n USA* review. We suspect he knows a bit less about mah jong than he lets on, though.

Best bit: *(On* Cruis'n USA*) "If I had my way I'd have kicked her out of the door while driving down the streets of San Francisco long ago."*

● The Sixtyfourtean Times costs £1.50 from Daniel Nowell, 73 Oakland Avenue, Offerton, Stockport, Cheshire SK2 5RD.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N64 Play

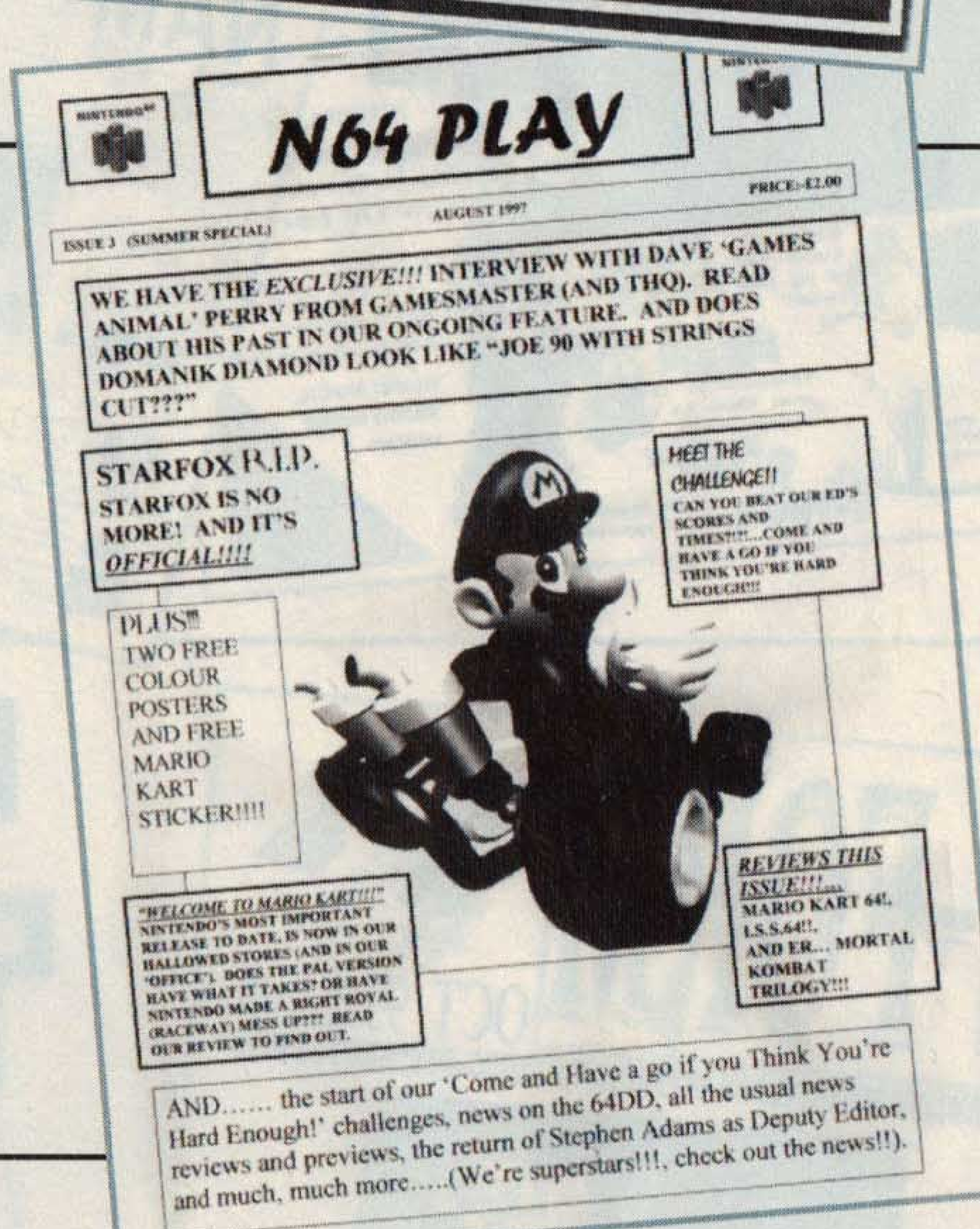
Regular readers will undoubtedly recognise the phrase 'Andrew Mills of Londonderry'. It turns out that Mr. Mills' talents aren't limited merely to *Pilotwings* photos and *Mario Kart* records. He's also found time to put together a full-colour fanzine which includes two free colour posters and a *Mario Kart* sticker.

Assisted by Steven Adams, his deputy, Andrew has compiled an exclamation-mark-packed tour of N64-dom. Issue 3 includes reviews of *Mario Kart 64*, *ISS64* and *Mortal Kombat Trilogy* (which gets off lightly with 7/10), as well as a probing interview with Dave 'The Games Animal' Perry and an intriguing 'lastability' survey in which *Turok* comes off best and *Wave Race 64* gets a pitiful 3/10.

£2 might seem a lot to pay, but it'll be nothing to those who can't get enough of Andrew.

Best bit: *(On Andrew himself) "HA! HA! HA! HA! I... AM... THE... BEST!"*

● You can get hold of N64 Play by sending £2 to Andrew Mills at 2 Roe Gardens, Irish Street, Londonderry, Northern Ireland BT47 2HT.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AUGUST 1997
ISSUE 3 (SUMMER SPECIAL)

WE HAVE THE *EXCLUSIVE!!!* INTERVIEW WITH DAVE 'GAMES ANIMAL' PERRY FROM GAMESMASTER (AND THQ). READ ABOUT HIS PAST IN OUR ONGOING FEATURE. AND DOES DOMANIK DIAMOND LOOK LIKE "JOE 90 WITH STRINGS CUT???"

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REVIEWS THIS ISSUE!!!...
MARIO KART 64!,
I.S.S.64!!,
AND ER... MORTAL KOMBAT TRILOGY!!!

AND...... the start of our 'Come and Have a go if you Think You're Hard Enough!' challenges, news on the 64DD, all the usual news reviews and previews, the return of Stephen Adams as Deputy Editor, and much, much more.....(We're superstars!!!, check out the news!!).

Famicom Go!!

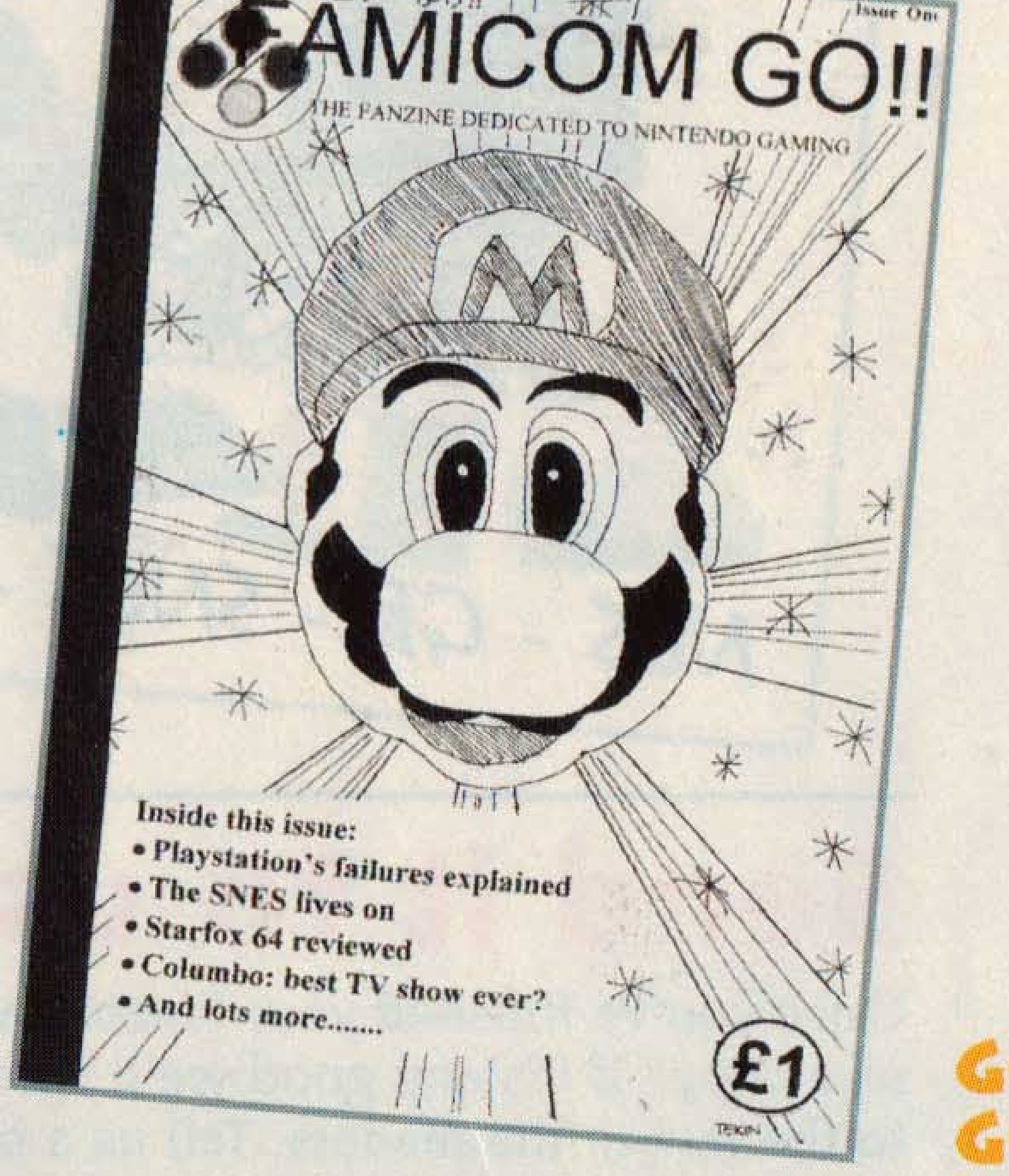
We nearly called N64 Magazine 'N64 Go! Go!', and really wish we had after reading Tekin Suleyman and John Robinson of Manchester's slim but admirably opinionated fanzine. "It could have been a lot bigger if we hadn't taken so long," Tekin says ruefully, "but we ran out of time. I had to move to Manchester to go to university."

Mario Kart 64, for example, takes an unprecedented 7/10 beating for being rubbish in one-player mode, while there's a whole page encouraging people to give *Pilotwings 64* a try instead. There's also a SNES vs N64 feature in which the SNES comes out on top for having more games, which seems a bit harsh given that the N64's only been around for a year.

Smudgy, photocopied screenshots are thankfully absent here, replaced by Wil-rivalling drawings by Tekin. And, in something of a coup for fanzines, Famicom Go!! appear to have persuaded Michael Caine to write a page for them. "Oi, you! Put that bloody spear down!" It must be him.

Best bit: *(on* Super Mario 64*) "Arguably the greatest moment comes when the player dives into the irresistible looking water on the sunken ship level. The subtle change of music accompanied by the sheer jaw-dropping splendour of the aforementioned ship almost brought me to tears, and probably would have done if the surprise hadn't already been spoilt by countless magazine reviews."*

● Famicom Go!! costs £1 from Tekin Suleyman,
TF/G/4,
Owens Park,
293 Wilmslow Road,
Fallowfield,
Manchester
M14 6HD.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Issue One
FAMICOM GO!!
THE FANZINE DEDICATED TO NINTENDO GAMING
Inside this issue:
- Playstation's failures explained
- The SNES lives on
- Starfox 64 reviewed
- Columbo: best TV show ever?
- And lots more.......

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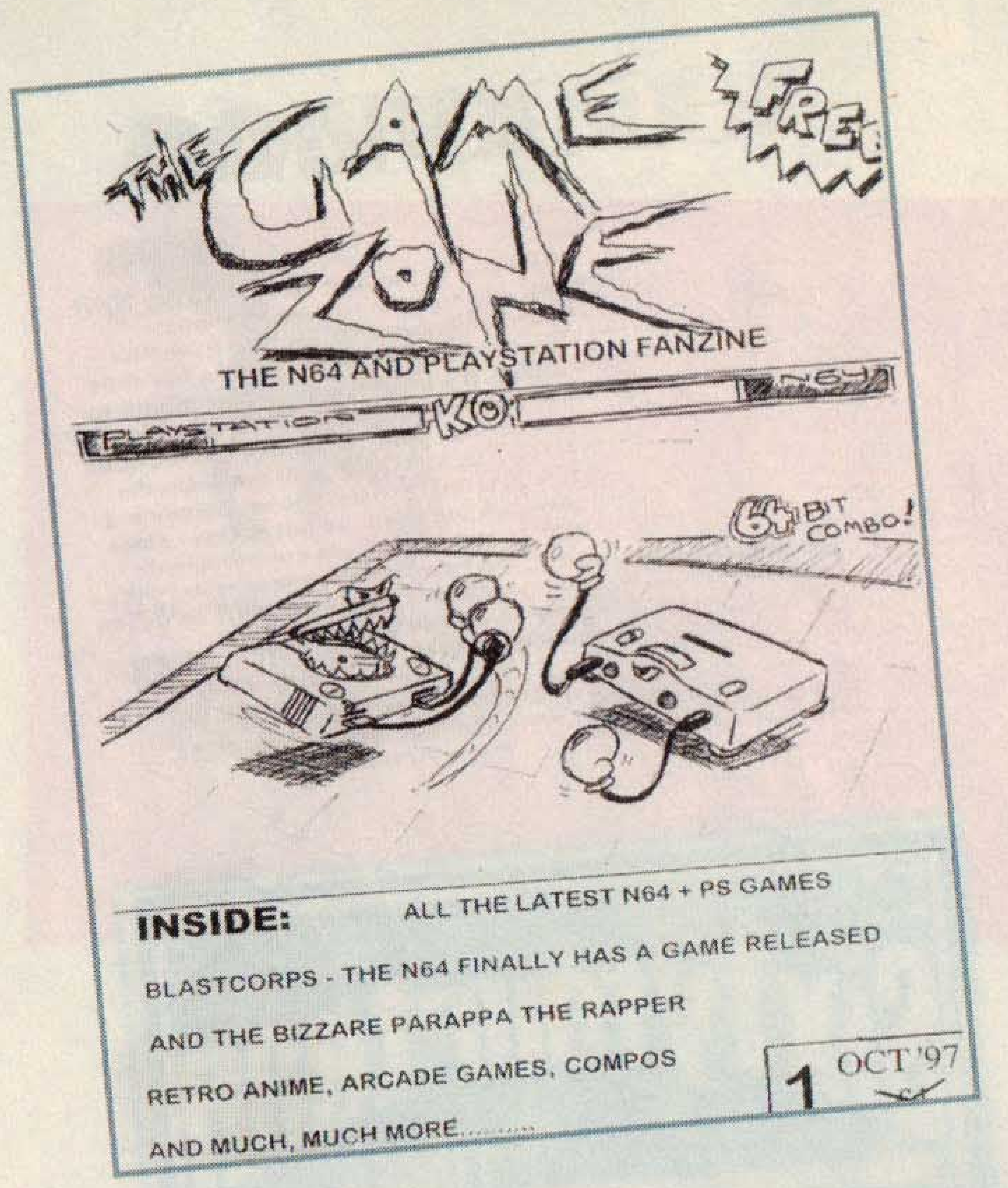
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AND THE BIZZARE PARAPPA THE RAPPER
RETRO ANIME, ARCADE GAMES, COMPOS
AND MUCH, MUCH MORE.........
1 OCT '97

GameZone

Want to know how to make your *Wave Race* rider say a rude word? Or what the latest coin-ops are? Or what's going on on the PlayStation? You'll find all these things in GameZone, which is good, because most fanzines just provide stuff you'll already have read in N64 Magazine.

GameZone is also neatly laid out and very readable, with the reviews broken down into short sections rather than just rambling on for pages. And it eschews screenshots in favour of some drawings by Art Director Lucan Monks. The rest of the team consists of Editor Darren Bolton and Staff Writer Roger Santen.

Although the PlayStation is included in GameZone, it doesn't tend to fare too well. "You may notice we're extremely biased towards the N64," Darren assures us. "Or not biased, exactly, it's just that we speak the truth, and the truth is the N64 is miles ahead of the PS." The only worry is that their favourite PlayStation game is *Worms*.

Best bit: *(On Wayne Gretzky's) "Because I don't like ice hockey, I love this – if you know what I mean."*

● GameZone is yours for £1 and a first class stamp from Darren Bolton, 6 Manby Road, Immingham, N.E. Lincs DN40 2LE. Or you can subscribe to six issues for £5.

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Worthy Sequel or wasted opportunity?
NAM
REVIEW SYSTEM

'NAM

"After four years of job worries, university trauma and job insecurity, the old 'NAM team decided they were ready to try again," announces Dave Smith, 'NAM's editor. Indeed, you may have come across 'NAM before, as it featured in the pages of N64 Magazine's ancestor Super Play.

'NAM's come along a bit since those days, though. It's now put together on a PC, and its pages overflow with desktop publishing trickery. Everything's in neat boxes, and there are illustrations and icons as far as the eye can see. The *Mario Kart* review in particular looks smashing. SNES games are also covered, with in-depth reviews of *Super Mario RPG*, *Kirby Super Star* and *Tetris Attack*. Aside from all these reviews the fanzine includes a huge feature on the last E3 show (although the team admits, "No. We didn't go"), a guide to various ways of connecting your N64 to your telly, and an excellent *Tetris Attack* playing guide.

'NAM have also managed to get their magazine into the shops, overcoming that common fanzine stumbling block. "We have support from those great blokes at New Generation Consoles who sell our magazine at their shop and lend us review games," Dave says. An inspiration to us all.

Best bit: *"He drives a converted large sized scooter and loves numeral '3' more than anything."*

● For a copy of 'NAM, send £1.50 and an A4 s.a.e. to David Smith, 24 Dradishaw Road, Silsden, Nr Keighley, West Yorkshire BD20 0BH.

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LASTABILITY
OVERALL 85%

N-Form

"The fanzine dedicated to anything Nintendo – past and present," runs the line under N-Form's logo on its cover. And it certainly is, with N64-related pages comfortably outnumbered by articles about the most obscure Nintendo bits and pieces from the past. Anyone remember the official NES cleaning kit? Or *Illusion of Time* on the SNES?

"I've been a fan of Nintendo for the last decade," says James Fry, who's put together N-Form single-handed. "And I can therefore share a wide range of knowledge on anything that's happened between now and then." And share he certainly does. Although you don't get the thickest fanzine for your £2, it's great to read about games that the rest of the world forgot about years ago, and which would be well worth keeping an eye out for at car boot sales, church bazaars and antiques fairs.

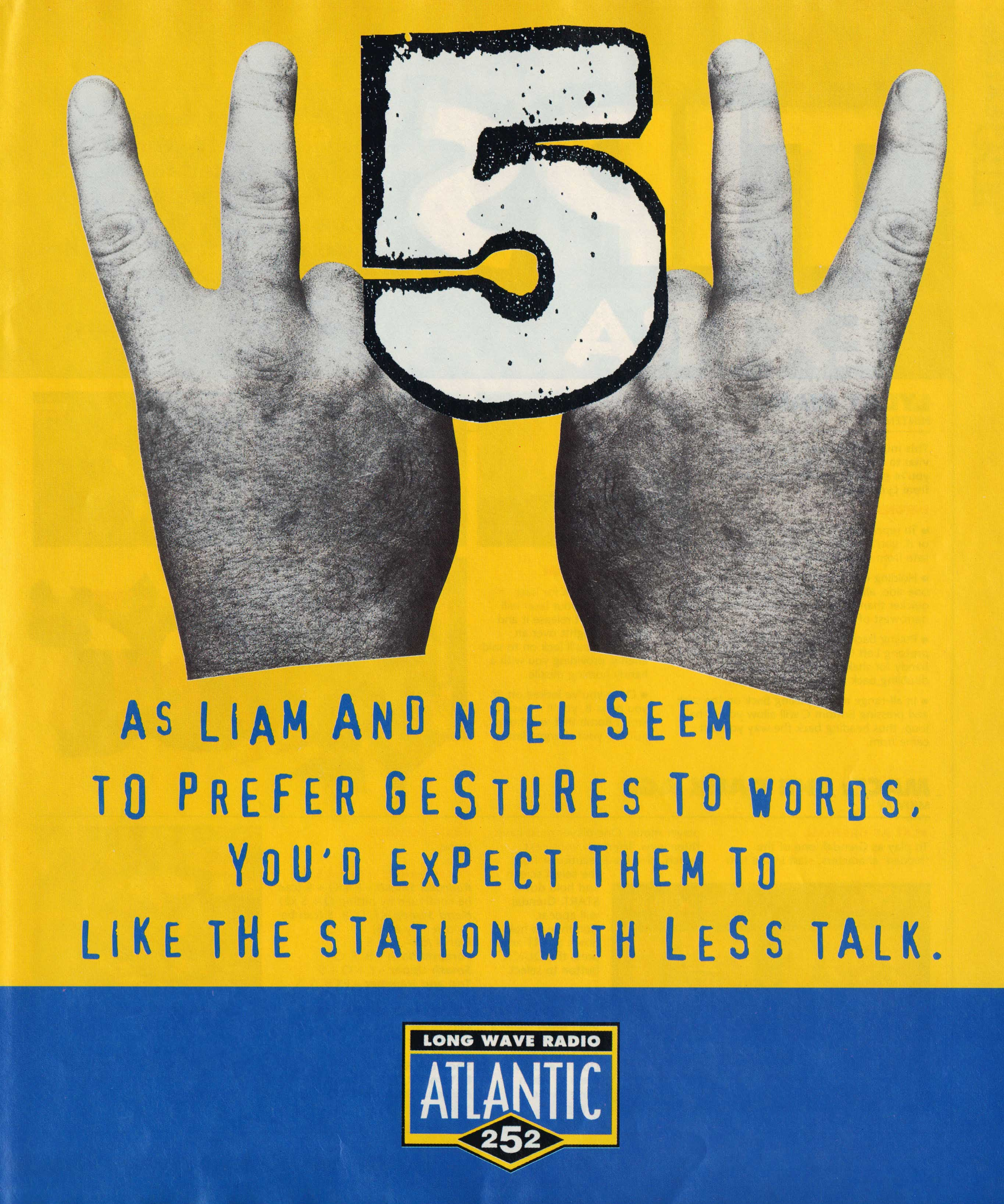
N-Form looks smart and is brimming with restrained enthusiasm for Nintendo history, even if 6/10 for the still-great SNES *F-Zero* seems a little tough.

Best bit: *(On Kid Icarus for the NES) "To get to the final stage of the game with infinite lives, enter this code: 8uuuuuuuuuuuuuuuuuuuuuu."*

● For a copy of N-Form of your own, send £2 to James Fry at 30 Jennings Field, Flackwell Heath, Bucks HP10 9ND.

Send it to us

Once you've finished your fanzine, why not send us a copy? If it's any good we'll spread the word to the rest of the readers. Tell us a bit about yourself and how you've put the magazine together, and don't forget to include details of any money/stamp requirements so readers can get hold of a copy. The address to send your creation to is: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.


5
AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS,
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.
LONG WAVE RADIO
ATLANTIC
252

TIPS EXTRA

With the unfeasibly brilliant *Lylat Wars* finally being released in the UK, we thought we'd go over some tactics. There're also cheats for the really-rather-good *Mace: The Dark Age*, for all you importing fighting fans out there...

LYLAT WARS

NINTENDO

This is horrible...

This might seem like basic stuff, but it's vital to use your controller to the full if you're going to extract maximum points from *Lylat Wars*.

DEFENSIVE MOVES

- To repel enemy laser fire, double tap Z or R; you'll 'barrel roll', rendering you safe from most incoming ammunition.
- Holding down Z or R will let you 'bank' to one side, allowing you to move laterally much quicker than usual, as well as slip through the narrowest of openings.
- Pulling back on the analogue stick and pressing Left C will allow you to somersault – handy for shaking off pursuing villains or doubling back if you missed an item.
- In all-range mode, pulling back on the stick and pressing Bottom C will allow you to half-loop, thus heading back the way you just came from.

OFFENSIVE FUN

- Hold down A for long enough and your laser will charge; don't release it and pass your sights over an enemy – you'll lock on to said enemy, providing you with a handy homing missile.
- Once you've locked on, if you press B, you'll release a Smart Bomb that will 'home', just like your charged laser.

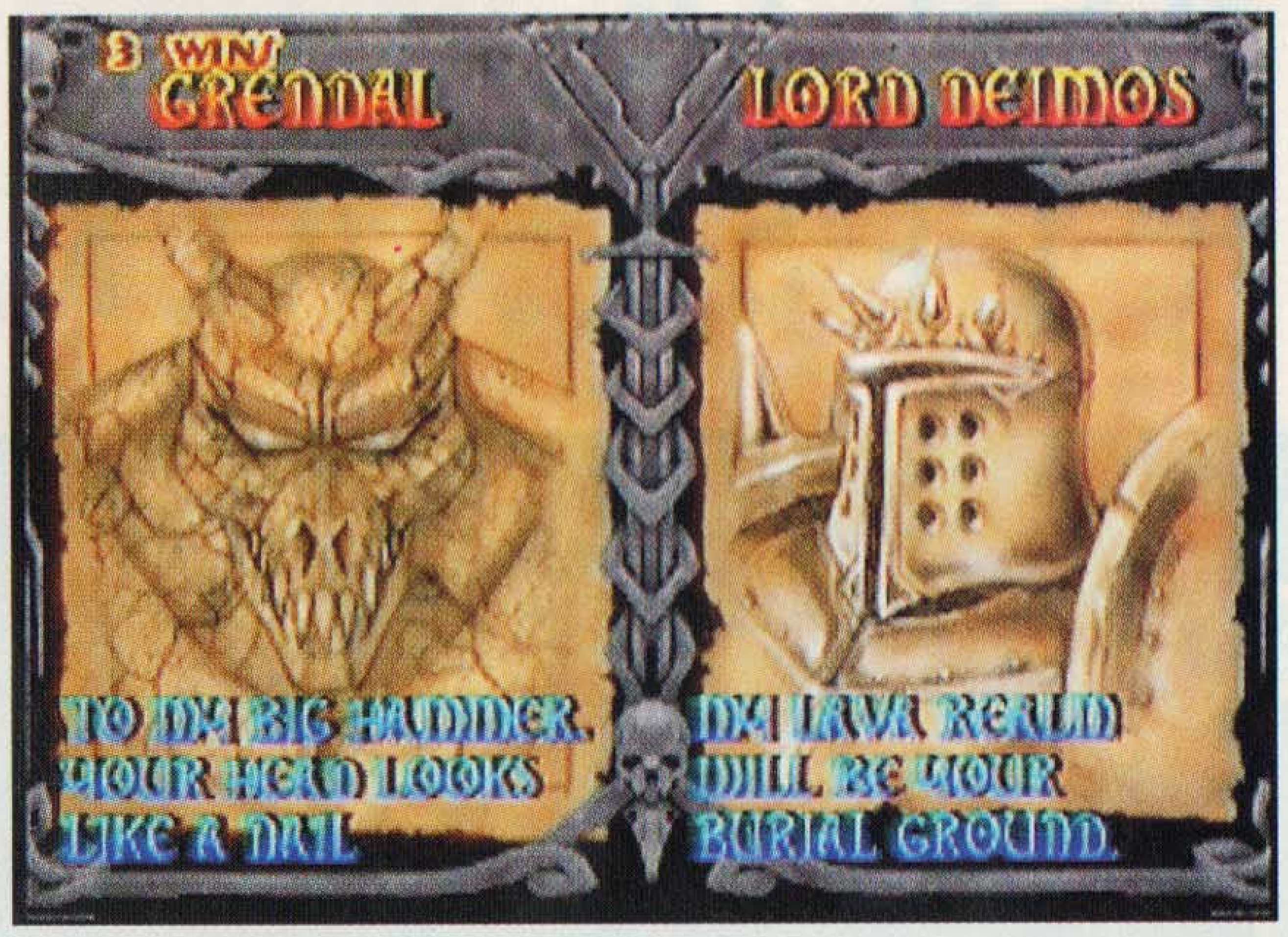
083
BOSS
PEPPY
Try a U
and

MACE: THE DARK AGE

MIDWAY

PLAY AS GRENDAL

To play as Grendal, one of the 'hidden' characters, start in the two player mode. One player must have three wins. Then, on your next match, pick the Executioner from the select screen and hold down START. Grendal will appear. Continue to hold down START and press the QUICK button to select.



TO MY BIG HAMMER, YOUR HEAD LOOKS LIKE A NAIL

IN MY LAVA REALM WILL BE YOUR BURIAL GROUND.

COMBO STARTERS

Big Punch – B + S
Big Knee – B + K
Air Quick – During a jump, press Q when close to the ground.

BASIC COMBOS

None

COMBOABLE SPECIALS

Railroad Smash – F + Q + S (can be continued by hitting Q + S x2)
Hand Sweep – F, D, B, S (can be followed by an S)
Fierce hit – Q + S
Forearm Bash – B, F, Q
Smash Upper – F + Q + S
Trip and Hammer – HCB, S, S

STAND ALONE SPECIALS

Earthquake – Q + S + K
Uppercut – HCF, Q
Power Hit – B, F, S
Shoulder Ram – F, F, S
El Toro – B, Q + S, S
Railroad Treatment – Q + S, Q + S, Q + S

32
GRENDAL
LORD DEIMOS

ADVANCED COMBOS

(6-hits) – Q, Q + S, Q + S, Q + S, HCB, S, S
(7-hits) – B + K, K, B, F + Q, Q + S, Q + S, Q + S, Q + S

EXECUTION

D, D, B, F, S

READERS' TOP TEN TIPS

Yet more *Mario Kart* tippage for you this month, with a nicely detailed piece of two-player cooperation grabbing the top spot, courtesy of Richard Davies (who, spookily, has a brother called Jonathan). At No. 2, Paul Wrathmall has addended his *Blast Corps* advice with a brilliant diagram, as you can see below. As for everyone else, thanks for your efforts, and if your tip hasn't seen the light of day yet, don't hesitate to send it in. One thing, though – please don't send any tips that we've already printed. (You'd be surprised.) The top tipper wins a Sharkpad Pro from Interact (01204 862026), and any others printed win a natty **N64** badge. Lovely.

SharkPad Pro 64
N64 MAGAZINE

1. MARIO KART 64

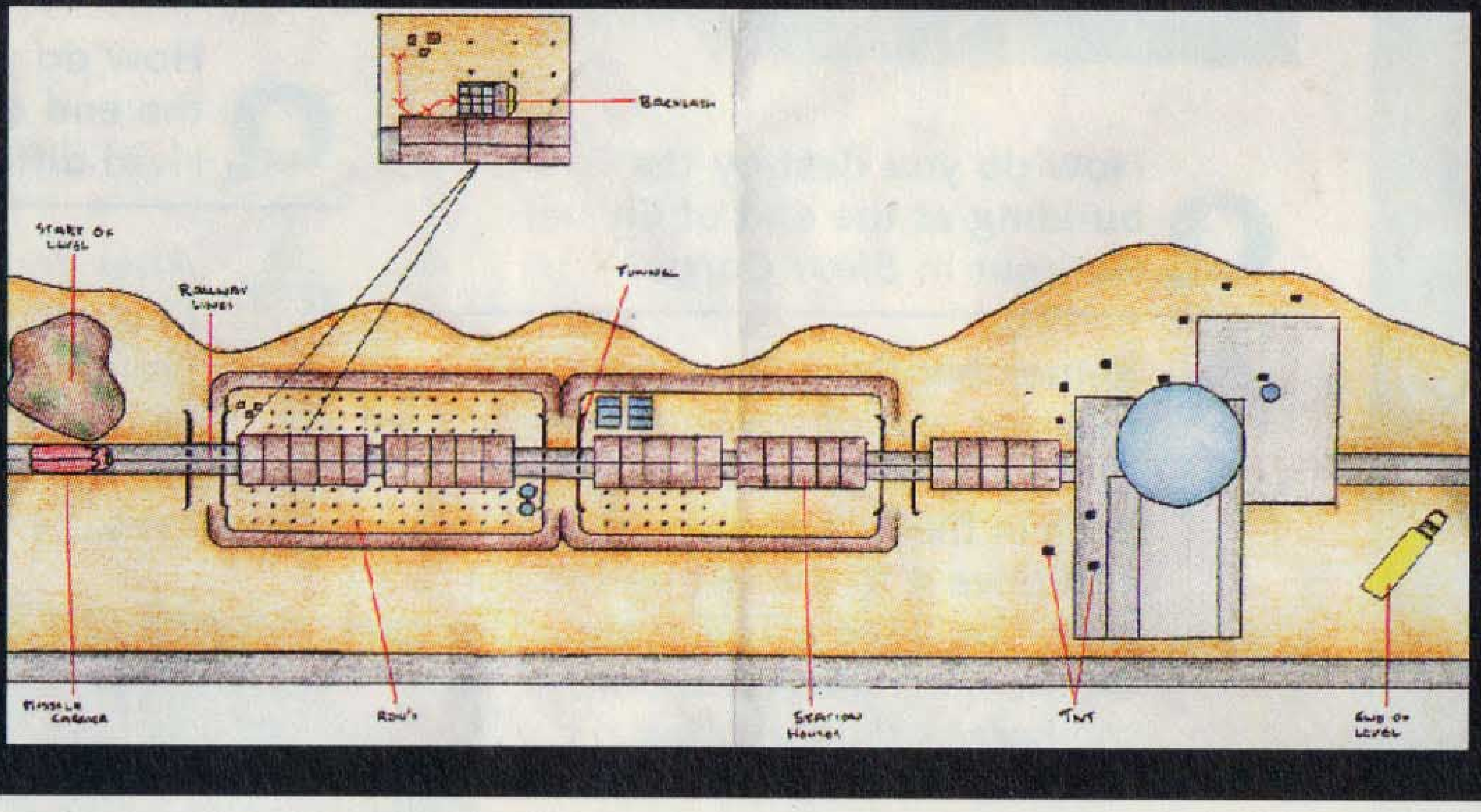
I've found a shortcut on Kalimari Desert that cuts off about two thirds of the course. It has a big drawback, though – you need another player and pad to do it (which means you can't do it in Time Trial). At the start, player 2 should go to the first part where the train track meets the course, with player 1 following closely (with a mushroom). Player 2 turns left onto the train track and follows it through the tunnel. As soon as he comes out, turn left and park by the guard rails (but not too close). He should be able to see the Start/Finish banner. Player 1 should now turn violently left, activate the mushroom and press R as he hits player 2, to fly really high over the guard rail, landing on the course where it's just a short drive to the finish line.

Richard Davies, Rotherham

2. BLAST CORPS

I've found a tip for *Blast Corps'* most annoying level, Diamond Sands. Drive and skid to take out the first two sections of the sheds. Then, if you drive along the edge, just catching the sheds with the edge of Backlash takes that section out in one or two hits.

Paul Wrathmall, Middlesborough



3. MARIO KART 64

On Rainbow Road, if you're (un)lucky enough to get the Chomp on the Start/Finish line, hit it and you'll get knocked over the edge of the course. If you've done this correctly the computer will make you complete the lap in the air, putting you on lap 2. It will also put you back on the track where you left off, so when you complete the lap you'll be on your last.

Stuart Greenwood, Surrey

LAP 1/3
TIME 01'23"43

4. STARFOX 64

When you first approach the easy boss on Corneria, fly between his legs and somersault over his body and back through his legs. If this is done without hitting him you'll gain an extra life.

Keith McBean

5. SUPER MARIO 64

I've found a use for the Super Triple Jump that Yoshi gives you. Go to Lethal Lava Land, and Super Triple Jump over to the Wing Cap Island. You'll bounce over the lava unhurt and land safely on the island. You can use this to get to almost every island you would normally get to with the Koopa Shell.

Colin Sales, Renfrewshire

6. MULTI RACING CHAMPIONSHIP

Before racing, hold the accelerator button, and when the Rev counter appears, rev it to the max and let it go. The revs will drop to the right point for a turbo start. As soon as the car pulls away hold the accelerator again.

Robert McMahon, London

T.T.
75
Lap Time
00'00"620
Go!

7. TUROK: DINOSAUR HUNTER

When fighting the Triceratops, rather than waste ammo blowing away at the dinosaur, simply aim high and shoot at the rider. It takes a few hits but doesn't waste a lot of your ammo.

Richard Mason, Fife

8. ISS 64

Run down the wing to the goal line and hold R and Left C; you should put an amazing cross into the box where you hold B and score a goal.

Mark Shear, Ilford

9. PILOTWINGS 64

When you've got the rocket pack and you're on the ground, keep tapping Down C and eventually the camera will stare right into the pilot's face. Useless, I know, but quite fun.

Sam Hazell, Stockport

10.

If you happen to 'be' Tim Weaver, when playing any game that gives you the slightest amount of difficulty, let loose a constant stream of expletive-based diatribes of an exceedingly coarse nature. As a result, the ear wax of any attendant persons will be softened and any residual innocence or naivety will be lost forever.

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed though – it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ……………………………………………

Address ……………………………………………

……………………………………………

……………………………………………

……………………………………………

……………………………………………

Post code ……………………………………………

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

GO! GO!

You're through to...

THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

Yes – your most frequent questions and commonest queries are all detailed on these very pages so now there really is no excuse – finish that game!

This month on the Hotline we've all been singing Rare's praises and playing *Diddy Kong Racing* until it's coming out of our collective ears. What a splendid game! Honk, honk etc...

Also this month the Hotline starred at the recent re-opening of HMV at Level One in Oxford Street. Previewing the PAL version of *GoldenEye 007*, we took along our Bond babes and freebies and completely overshadowed Sir Paul McCartney who was downstairs doing... stuff.

The Christmas market is set to be flooded with class titles for the N64 including *Top Gear Rally*, *Diddy Kong Racing* and *Bomberman 64*, to name but three.

You N64 owners out there can all sit back and congratulate yourselves on buying the world's best console in time to get the most out of the next gaming generation.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

The ten most-asked questions this month have been:

Q Where do you get the A-Team van on *Blast Corps*?

A The van is found on the level Crystal Rift. Use the Ram Dozer to push the dark grey block out of the tunnel on the left side of the Danger Zone. Keep pushing it to the other side of the road into the next tunnel. The block will fall into position and allow you to drive the Ram Dozer through the tunnel and get the custom van.

Q How do you destroy the building at the end of Oyster Harbour in *Blast Corps*?

A Remember those three barges near the end of the level? Good. Once you've lined them up, get back in the first one you come to and drive it to the left up the river. You'll see a TNT crate on the bank. Push this onto the barge's flatbed using the Ram Dozer, then drive back up the river and push the TNT crate across the other two barges and into the building. Do this either before the carrier has crossed or after, it doesn't matter.

Q I've just beaten my best time on *Wave Race* but the game won't let me enter my initials. Why?

A In order to be able to enter your name, the wave conditions must be set to default.

Q In *Mace: The Dark Age*, I've seen someone playing as a chicken. Is this possible?

A You certainly can, although why you'd want to is beyond us! To implement this bizarre cheat, firstly choose Taria as your character. At the end of a round do her Execution move to turn your opponent into a chicken. The next time you're on the character selection screen, highlight Taria and press and hold Start. Choose Taria as your character with A and hold Start until the match begins. You will then play as Pojo the Chicken!

Q How do you defeat Andross at the end of *Lylat Wars* on the Hard difficulty course?

A After you defeat him the first time, Andross turns into a giant brain with eyeballs on stalks of Electricity. Bleeeughh! First of all, you need to take out these eyes, by looping over them and shooting them from behind. Once the eyes are destroyed, shoot the back of the brain again by either looping over the top or boosting around it in a tight turn. Destroy the brain and watch the end credits! Huzzah!

Q How do you get to Sector Y o *Lylat Wars*?

A First of all you have to rescue Falco from three enemies tha chase him. Once done, you v approach five stone archways the water. Fly through all of these and Falco will say "Pret smooth flying, Fox!" and will guide you through the water to the path to Sector Y.

☎ (01703) 652222

HOTLINE

Q **I've heard about a Free Fuel trick on *Pilotwings 64*. How does it work?**

A There's a gas station located at a road junction in the South-eastern Little States. It is the first crossroads North-west of the shuttle launch pad in Florida. Just land in the parking lot, between the sign and the building, then cross or touch the centre line. Your fuel tank will be topped-up automatically. If you're flying the gyrocopter, just be sure not to come to a complete stop or the stage will end. This trick works in any of the Little States stages.

Q **How do you collect all the Challenge Points in Xizor's Palace on *Shadows of the Empire*?**

A Blimey, not asking much then! Righto, here you are…

Challenge Point 1: In the first two-level room.
Challenge Point 2: Under the first elevator.
Challenge Point 3: To the right of the second bridge up above.
Challenge Point 4: Right after the third elevator – this is the one that's outside the window.
Challenge Point 5: At the top of the third elevator shaft.
Challenge Point 6: In the first gear room.
Challenge Point 7: In the second gear room.
Challenge Point 8: In the shaft where the three switches are.
Challenge Point 9: On the first platform up in the shaft.
Challenge Point 10: In the big room after placing the bombs.

Q **Where are the three Switch Palaces in *Mario 64*?**

A The red switch can be obtained after you have collected 10 or more stars. Stand in the sunlight that now shines down inside the castle, and look up. Simple!

The green switch is found by riding the beast in the Underwater Lake in Hazy Maze Cave (course 6). Get the Beast to take you across the lake to the door on the far side.

The blue switch is actually in the moat outside the castle, but first you need to drain the water. Go down into the sewers and look for a plain wooden door (it's near the entrance to course 6). Enter this door, and swim through the underwater tunnel into a room with two stone pillars in the water. Stomp on these pillars to drain the water. Now get through the door on the opposite side of the room to enter the moat, now devoid of water. Drop into the hole to enter the blue switch course.

Q **I can't find the Pink Bob-omb on Rainbow Ride (*Mario 64*). Help!**

A The Bob-omb chap is hiding out on the top of the stone maze where you find the red coins. If you hit the Blue Coin block on the left of the maze, and wall kick up the gap where the first blue coin appears, you'll find him right at the top.

GOLDENEYE

This month, for all you lucky people with NTSC machines, we've included the times needed to access all the cheats on *GoldenEye 007*. (Although by the time this magazine goes to print, the PAL version will be available). If you don't have the American version, STOP READING THIS NOW. And – get this! – buy the beauty. It's worth remembering that there are no joypad inputs to access these codes; you must complete the individual levels in the time limit to get them!

Level 1: The Dam
On Secret Agent, complete the level in under 2.40 to access the Paintball Mode.

Level 2: Facility
On 00 Agent, complete the level in under 2.05 to access the Invincibility mode.

Level 3: Runway
On Agent, complete the level in under 5.00 to access DK mode.

Level 4: Surface
On Secret Agent, complete the level in under 3.30 to access 2 x Grenades.

Level 5: Bunker
On 00 Agent, complete the level in under 4.00 to access 2 x Rockets.

Level 6: Silo
On Agent, complete the level in under 3.00 to access the Turbo mode.

Level 7: Frigate
On Secret Agent, complete the level in under 4.30 to access the No Radar (multi).

Level 8: Surface
On 00 Agent, complete the level in under 4.15 to access Tiny Bond.

Level 9: Bunker
On Agent, complete the level in under 1.30 to access 2 x Knives.

Level 10: Statue
On Secret Agent, complete the level in under 3.15 to access the Fast Animation.

Level 11: Archives
On 00 Agent, complete the level in under 1.20 to access Invisibility.

Level 12: Streets
On Agent, complete the level in under 1.45 to access Enemy Rockets.

Level 13: Depot
On Secret Agent, complete the level in under 1.30 to access Slow Animation.

Level 14: Train
On 00 Agent, complete the level in under 5.25 to access the Silver PP7.

Level 15: Jungle
On Agent, complete the level in under 3.45 to access 2 x Hunting Knives.

Level 16: Control
On Secret Agent, complete the level in under 10.00 to access Infinite Ammo.

Level 17: Caverns
On 00 Agent, complete the level in under 9.30 to access 2 x RC-P90's.

Level 18: Cradle
On Agent, complete the level in under 2.15 to access the Gold PP7.

GO! GO! ▷

I'M THE BEST

"Jes, where are you?" "Under here!" "Well stop playing around under that pile of envelopes and get on with some work!"

And so the flood of your I'm The Best entries continues unabated, covering everything (and everyone) like a blanket of parchment-esque snow. But still! The commitment and quality you all show repays our faith in you tenfold.

The majority of entries are still fiercely battling it out for the top spot in various *Mario Kart* categories – our *Koopa Troopa Beach* compo has produced some sterling results so far – but, with *Lylat Wars* finally being released, we thought your excellent skills could be channelled Corneria-wards (see New High Score! below). Whichever game you fancy, though, please do keep sending your times and scores in. Top Spotters in every category win a universally envied **N64** pin badge, to be proudly displayed on your lapel like a particularly iridescent jewel. Or something. To enter, write to the usual address, and, as always, good luck!

NEW HIGH SCORE!

SharkPad Pro 64
InterAct

WIN A CONTROLLER!

Time for a new challenge, methinks. Finally, the superlative brilliance of *Lylat Wars* is available to us Brits – and was it worth it? 'Course it was. It's fab. We've been running a *Starfox* challenge for import owners for a while now, but now all you budding PAL Space Anthropomorphs can enter. What we're looking for is the total number of hits on Level 1, Corneria.

As you can see, you've got some catching up to do! Mark your entries "I'm a Lylat Wars Wizard" and send 'em to (see 'How To Enter'). The winner gets a smashing Sharkpad Pro from Interact (01204 862026).

Get those entries in for the Koopa Troopa Beach challenge – the compo has been extended until November 31st. Can YOU knock Andrew McClue off the top spot?

LAP 1/3
TIME 00'42"63
4th

THIS MONTH'S SCORE TO BEAT

Mario Kart 64
Koopa Troopa Beach
1'42"66
(PAL times only)

Star Performance

Another *Super Mario 64* Coin Challenge discovery this month, courtesy of David "Fox" Yates of Heywood. He's beaten Dawn Ford's previous best (with the aid of two rather odd-looking friends, going by the photo he included), claiming that the true total is actually 2089. He's kindly included a video and copious text, which space prevents us from printing in full. Over to you David – and well done.

LETHAL LAVA LAND – to get the two bullies inside the volcano, punch the first one towards the step to your right, then punch or kick him off the ledge parallel with the step. Follow him down and, with the correct timing, you'll catch the coin and be thrust back up on the ledge by the lava. For the second, punch him off the step to your left and do the same again. With a bit of luck he'll land on the rock below, so punch him off and the coin will be yours. If not, just jump and pray. It won't work the first time but don't give up.

SNOWMAN'S LAND – instead of using the cannon to reach the Green Shell, simply use the tree. Do a Handstand Jump, run up, then do a double jump into a dive.

SUPER MARIO 64

(AMERICAN/JAPANESE)

Foot Race with Koopa the Quick

1	0'17"6	Confirmed	*GK, Darlington*
2	0'19"0	Unconfirmed	*Ryan Cowell, Cramlington*
3	0'19"7	Confirmed	*Nigel Butterfield, Manchester*
4	0'21"0	Unconfirmed	*Andrew Watson, Blackpool*
5	0'27"5	Confirmed	*Richard Durkin, Newcastle*

Peach Slide

1	0'13"2	Confirmed	*James Adams, Bury*
2	0'13"3	Confirmed	*P. Dimba, Tonbridge*
3	0'13"4	Unconfirmed	*Richard Durkin, Newcastle*
4	0'15"9	Confirmed	*P Dimba, Tonbridge*
5	0'16"0	Confirmed	*Ciaran Haren, Belfast*

(PAL)

Foot Race with Koopa the Quick

1	0'13"5	Confirmed	*Owain Brimfield, Peel*
2	0'13"8	Confirmed	*Barry Gannon, Caithness*
3	0'16"0	Confirmed	*Richard Savage, Berkshire*
4	0'16"1	Confirmed	*John McCormick, Fife*
5	0'16"7	Confirmed	*Matthew South, Sheffield*
6	0'17"2	Confirmed	*Andrew Densley, Bath*
7	0'17"3	Confirmed	*Neil Tate, Doncaster*
8	0'17"7	Confirmed	*Erwin Zeevart, Holland*
9	0'17"7	Confirmed	*Daniel Dunn, Lincolnshire*
10	0'17"8	Confirmed	*Rony Costa, Hillingdon*

Peach Slide

1	0'13"0	Confirmed	*Trev Henderson, Harrogate*
2	0'13"0	Confirmed	*Marc bennett, Newcastle*
3	0'13"1	Confirmed	*Zahir Ishani, Surrey*
4	0'13"2	Confirmed	*Dave Parsons*
5	0'13"3	Confirmed	*Andrew Mills, Londonderry*
6	0'13"3	Confirmed	*Ed Quinn, Manchester*
7	0'13"3	Confirmed	*Micke Laasko, Finland*
8	0'13"3	Confirmed	*John McCormick, Fife*
9	0'13"4	Confirmed	*Simon Flint, Emsworth*
10	0'13"7	Confirmed	*James Gillott, Dorking*

WAVE RACE 64

(AMERICAN/JAPANESE)

Time Trial Sunny Beach

1	1'03"755	Confirmed	*William Lam, Bristol*
2	1'04"726	Confirmed	*Dilpesh Varsani, London*
3	1'05"266	Unconfirmed	*Paul Knight, Exmouth*
4	1'05"478	Confirmed	*GK, Darlington*
5	1'05"820	Confirmed	*Carl Waters, Telford*

(PAL)

Time Trial Sunny Beach

1	1'15"149	Confirmed	*Gareth Gibson, Rickmansworth*
2	1'15"830	Confirmed	*Andrew Mills, Londonderry*
3	1'16"280	Confirmed	*Andrew Cole, Bracknell*
4	1'16"293	Confirmed	*Jonathan Mielcarek, Somerset*
5	1'17"005	Confirmed	*Chris Tape, Rayleigh*

Stunt Mode Dolphin Park (Any version)

1	28160	Confirmed	*Jon Oyvind Tosdal, Norway*
2	26073	Confirmed	*Nicky Stanford, N. Ireland*
3	25195	Confirmed	*Michael Ferret, Braunton*
4	25172	Confirmed	*Norman Obeseki, Leeds*
5	24986	Confirmed	*Robin Bonass, Herts.*

Time Trial Glacier Park

1	1'45"480	Confirmed	*Andrew Cole, Bracknell*
2	1'46"189	Confirmed	*Nick Tew, Swindon*
3	1'47"778	Confirmed	*Jonathan King, Dorchester*
4	1'48"899	Confirmed	*Chris Redit, St. Albans*
5	1'52"456	Confirmed	*Robin Weaver, Suffolk*

Stunt Mode Glacier Park (Any version)

1	58670	Confirmed	*Norman Obeseki, Leeds*
2	52165	Confirmed	*Jonathan King, Dorchester*
3	35875	Confirmed	*William Stagg, Wiltshire*
4	35305	Confirmed	*Gareth Gibson, Rickmansworth*
5	33155	Confirmed	*Alain Keersmaekers, Belgium*

MARIO KART 64

(AMERICAN/JAPANESE)

Luigi Circuit

1	1’40”23	Confirmed	*Marc Duport, Guernsey*
2	1’42”12	Confirmed	*George Papapetrou, London*
3	1’42”76	Confirmed	*Steven Dyson, Poulton le Fylde*
4	1’42”92	Confirmed	*Mike Davis, Dundee*
5	1’43”01	Confirmed	*Tatu Luostavinen, Finland*
6	1’43”06	Confirmed	*Mike Hurry, Aberdeen*
7	1’43”33	Confirmed	*Mark Lethbridge, Broadstairs*
8	1’43”45	Confirmed	*Andrew Taylor, Reading*
9	1’43”65	Confirmed	*GK, Darlington*
10	1’43”66	Confirmed	*Andrew Mills, Londonderry*

Mario Raceway

1	0’54”32	Confirmed	*Andrew Mills, Londonderry*
2	0’54”58	Confirmed	*Marc Dupont, Guernsey*
3	0’54”64	Confirmed	*Steven Dyson, Poulton le Fylde*
4	0’54”82	Confirmed	*Marios Papapetrou, London*
5	0’55”12	Confirmed	*Ian Chan, Stirlingshire*
6	0’55”36	Confirmed	*Marc Duport, Guernsey*
7	0’55”70	Confirmed	*Graham Dibley, Basingstoke*
8	0’55”82	Confirmed	*Mike Hurry, Aberdeen*
9	0’55”83	Confirmed	*Robert Klooskeihois*
10	0’56”15	Confirmed	*Ben Ford, Cleveland*

Royal Raceway

1	1’46”68	Confirmed	*Andrew Mills, Londonderry*
2	1’49”11	Confirmed	*Marios Papapetrou, London*
3	1’49”63	Confirmed	*Steven Dyson, Poulton le Fylde*
4	1’50”14	Confirmed	*Marc Dupont, Guernsey*
5	1’50”43	Confirmed	*Jon Stanley*
6	1’51”89	Unconfirmed	*Richard Durkin, Newcastle*
7	2’13”15	Confirmed	*Danny Dunn, Lincolnshire*
8	2’32”73	Confirmed	*Arthur van Daless, Holland*
9	2’33”84	Confirmed	*Mark Lethbridge*
10	2’34”10	Confirmed	*Nick Payne, London*

(PAL)

Luigi Circuit

1	1’33”67	Confirmed	*Graham francis, Cronleigh*
2	1’41”31	Confirmed	*Stephen Ball, Macclesfield*
3	1’42”50	Confirmed	*Richard Dunn, Lincolnshire*
4	1’43”07	Confirmed	*Joe Timms, Ashcott*
5	1’44”43	Confirmed	*Thomas Foster, Derby*
6	1’52”82	Confirmed	*Andrew Mills, Londonderry*
7	1’57”32	Unconfirmed	*Richard Gale, Milcote*
8	1’58”76	Confirmed	*Margaret Hodge, Cheshire*
9	2’00”21	Confirmed	*Stelios Giamarelos, Greece*
10	2’01’28	Confirmed	*Alex Graham, Staines*

Royal Raceway

1	2’11”10	Confirmed	*Andrew Mills, Londonderry*
2	2’11”11	Unconfirmed	*Gary Thomson, Bonnyrigg*
3	2’11”87	Confirmed	*Jason Lam, London*
4	2’12”29	Confirmed	*Andy Liu Kly, London*
5	2’12”34	Confirmed	*Chris Sheperd, Nunthorpe*
6	2’12”49	Confirmed	*Phillip Richardson, Isle of Man*
7	2’12”93	Confirmed	*Trevor Scannell, Barking*
8	2’12”96	Unconfirmed	*Agent N64*
9	2’13”35	Confirmed	*Alex Johnson, Walton*
10	2’13”37	Confirmed	*David Holmes, Doncaster*

Koopa Trooper Beach

1	1’39”63	Confirmed	*Andrew McClue, Herts*
2	1’41”90	Confirmed	*James Watt, Higham*
3	1’42”66	Confirmed	*James Watt, Higham*
4	1’42”76	Confirmed	*Ian Gore, Somerset*
5	1’42”84	Confirmed	*Andrew Mills, Londonderry*
6	1’42”92	Unconfirmed	*Gary Thomson, Bonnyrigg*
7	1’43”63	Confirmed	*Adrian Brace, Haverfordwest*
8	1’43”64	Confirmed	*Jason Lam, London*
9	1’43”77	Confirmed	*Bob Ruff, Barking*
10	1’44”21	Confirmed	*Alistair McGregor, Strathaven*

Frappe Snowland

1	00’32”32	Confirmed	*Tommy Earl, Heaton*
2	00’42”56	Confirmed	*Jason Lam, London*
3	00’45”99	Confirmed	*Danny Dunn, Lincolnshire*
4	00’52”91	Confirmed	*James Wood, Tonbridge*
5	00’53”01	Confirmed	*Andrew Mills, Londonderry*
6	00’53”20	Confirmed	*John McCormick, Fife*
7	00’53”29	Confirmed	*Andrew Valentine, East Grinstead*
8	00’55”36	Confirmed	*Andy Liu, London*
9	1’00”15	Confirmed	*Phillip Richardson, Isle of Man*
10	1’03”35	Unconfirmed	*Colin Sales, Renfrewshire*

Bowser's Castle

1	2’20”42	Unconfirmed	*Gary Thomson, Bonnyrigg*
2	2’21”44	Confirmed	*Richard Dunn, Lincolnshire*
3	2’21”94	Confirmed	*Ian Gore, Somerset*
4	2’22”47	Confirmed	*Nick Tew, Swindon*
5	2’23”15	Confirmed	*Martin Conroy, Leeds*
6	2’23”47	Confirmed	*Nick Syrad, Reading*
7	2’23”76	Confirmed	*John McCormick, Fife*
8	2’23”89	Unconfirmed	*Colin Sales, Renfrewshire*
9	2’23”99	Confirmed	*Andrew Mills, Londonderry*
10	2’24”24	Confirmed	*Simon Dodds, Harpenden*

Banshee Boardwalk

1	2’10”70	Unconfirmed	*Gary Thomson, Bonnyrigg*
2	2’13”67	Confirmed	*Andrew Mills, Londonderry*
3	2’13”89	Unconfirmed	*Agent N64*
4	2’14”37	Confirmed	*Simon Dodds, Harpenden*
5	2’14”52	Confirmed	*Jason Lam, London*
6	2’14”53	Confirmed	*Nick Tew, Swindon*
7	2’14”54	Confirmed	*Alain Keersmaekers, Belgium*
8	2’14”72	Confirmed	*Matt from Higham*
9	2’14”94	Confirmed	*Phillip Richardson, Isle of Man*
10	2’15”15	Confirmed	*S. P. Richards, Dorking*

TUROK

(PAL)

Time Challenge mode

1	1’23”	Confirmed	*Stuart Richards, Dorking*
2	1’39	Unconfirmed	*Andrew Mills, Londonderry*
3	2’32”	Confirmed	*Wayne Starkey, Harpenden*
4	2’37”	Confirmed	*Matthew Griffiths, Colchester*
5	2’39”	Confirmed	*Andrew Mills, Londonderry*
6	2’40”	Confirmed	*Martin Sturrock, Goostrey*
7	2’44”	Confirmed	*Paul Taylor, Poynton*
8	2’46”	Confirmed	*Jamil Yahyaoui, Belfast*
9	2’48”	Confirmed	*Scott Brown, Stocksfield*
10	2’50”	Confirmed	*Karen Callow, Winton*
11	2’51”	Confirmed	*Stephen Daulby, Warrington*
12	2’53”	Confirmed	*Tony Hills, Cleveland*
13	2’53”	Confirmed	*Johannes Virtannen, Finland*
14	2’53”	Confirmed	*Tom Walker, Essex*
15	2’57”	Confirmed	*Nick Perry, Pontypool*
16	2’58”	Confirmed	*Joe Timms, Ashcott*
17	2’59”	Confirmed	*Erwin Zeevart, Holland*
18	3’ 32”	Unconfirmed	*Neil Plant, Falmouth*
19	3’00”	Confirmed	*William Lam, Bristol*
20	3’05”	Confirmed	*Laurie Goodman, Lewes*

STARFOX

(ANY VERSION)

Level 1, Corneria

1	263	Unconfirmed	*Keith McBean*
2	222	Confirmed	*A. Barker, Gwent*
3	213	Confirmed	*GK, Darlington*
4	213	Confirmed	*Jon Davies, Wallingford*
5	207	Confirmed	*Seth Eagles, Gwynedd*
6	204	Confirmed	*Marc Duport, Guernsey*
7	203	Unconfirmed	*Richard Durkin, Newcastle*
8	202	Confirmed	*Roger Vance, Newtownards*
9	197	Confirmed	*Johnny Town, Horbury*
10	187	Confirmed	*P A Downs, Southampton*

Total Hits

1	1815	Confirmed	*Jon Davies, Wallingford*
2	1745	Confirmed	*Michael Lai, Liverpool*
3	1729	Confirmed	*Seth Eagles, Gwynedd*
4	1613	Confirmed	*Pekka Tarkka, Finland*
5	1536	Confirmed	*GK, Darlington*
6	1450	Confirmed	*Nick Payne, London*
7	1442	Confirmed	*Mike Hurry, Aberdeen*
8	1433	Confirmed	*Richard Durkin, Newcastle*
9	1430	Unconfirmed	*Johnny Town, Horbury*
10	1398	Confirmed	*Chris Turnbull, North Shields*

How to enter

You can enter as many leagues as you like, but you'll need to send a photo or video for your effort to be 'confirmed' (nobody'll believe you otherwise). Any photos MUST have your name, address and score/time on the back. Videos, likewise, must have a label attached with the aforementioned information available. We get so many entries each month, and they tend to congregate in huge stalagmite-like mounds or run off with the vicar's wife, so this is all vitally important stuff.

Send all your bits to:

I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

If you'd like your videos/photos back, please include a stamped, addressed envelope with your entry; we'll do our best to get 'em back to you, but it might take a bit longer than you'd hope. Similarly, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue, as it'll be there in the next one.

N64 MAGAZINE Back Issues

So you missed the bus and only reached the newsagents in time to see the last issue of **N64** being grabbed off the shelves. Do not despair because all is not lost – you may still be able to complete your collection…

ISSUES 1-3

Sold out

ISSUE 4

The Mario Kart Edition

Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of *War Gods* and (PAL) *Mortal Kombat* as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.

ISSUE 5

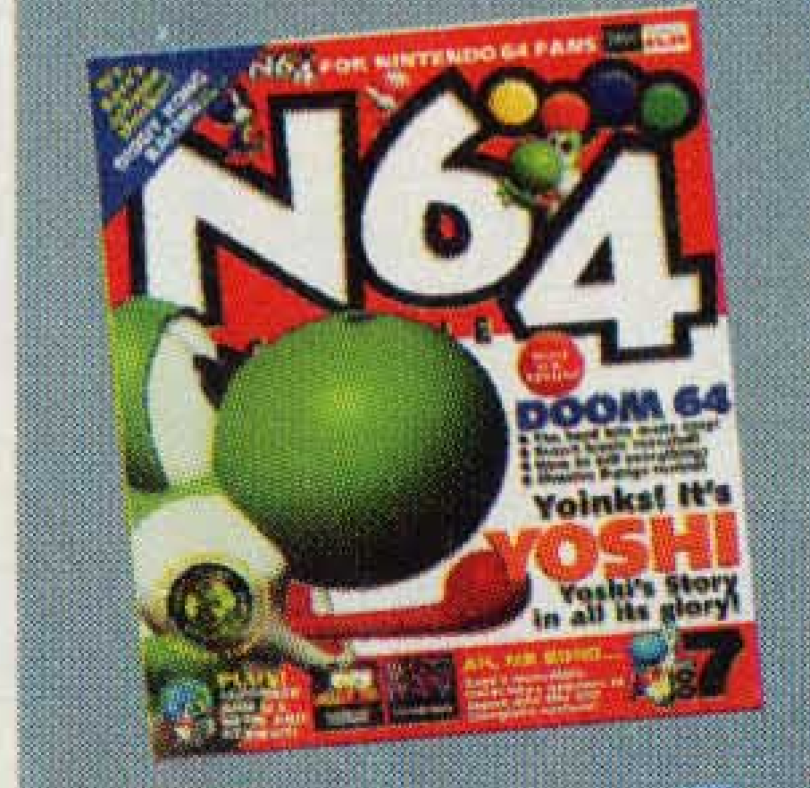
The Multi Racing/E3 Edition

World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. Tim's feature on E3 is superb and if all that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps*!

ISSUE 6

The RPG Edition

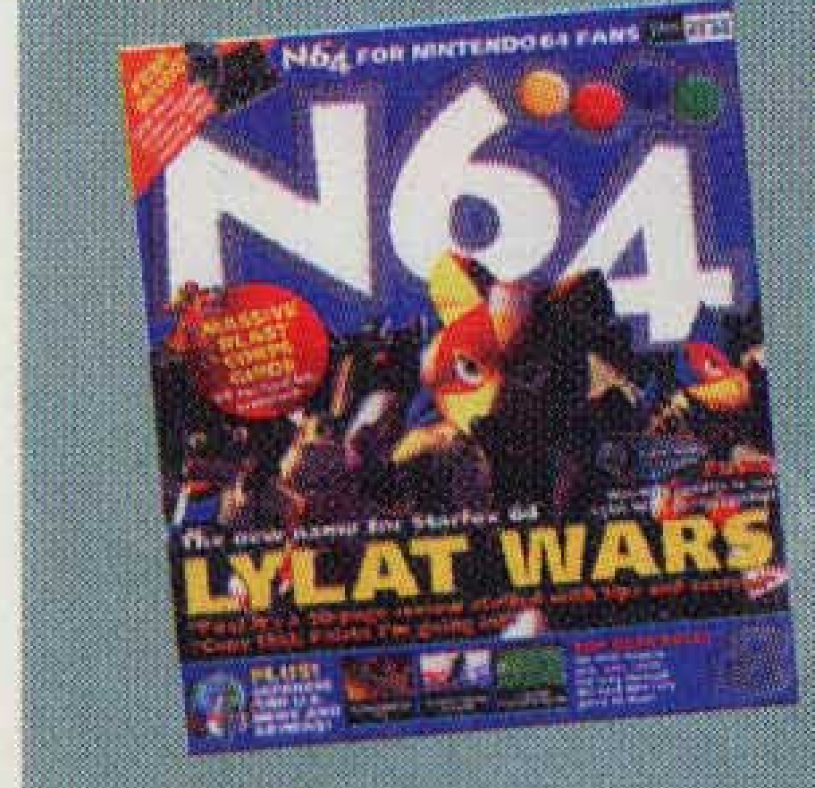
FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as the Rumble Pak-friendly *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit, Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!



ISSUE 7

The Yoshi Edition

Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and the import reviews include *GoldenEye 007* and *Goemon*. As for tips, we round up all the known *Mario Kart* short cuts.



ISSUE 8

The Lylat Wars Edition

A jam-packed 10 page review of the game previously known as *Starfox 64 – Lylat Wars*, plus the chance to take part in our *Lylat Wars* championship. *Top Gear Rally* goes head-to-head with *Multi Racing Championship* and we review the import *Baku Bomberman*. There's also a *Blast Corps* guide and the chance to win heaps of N64 goodies.

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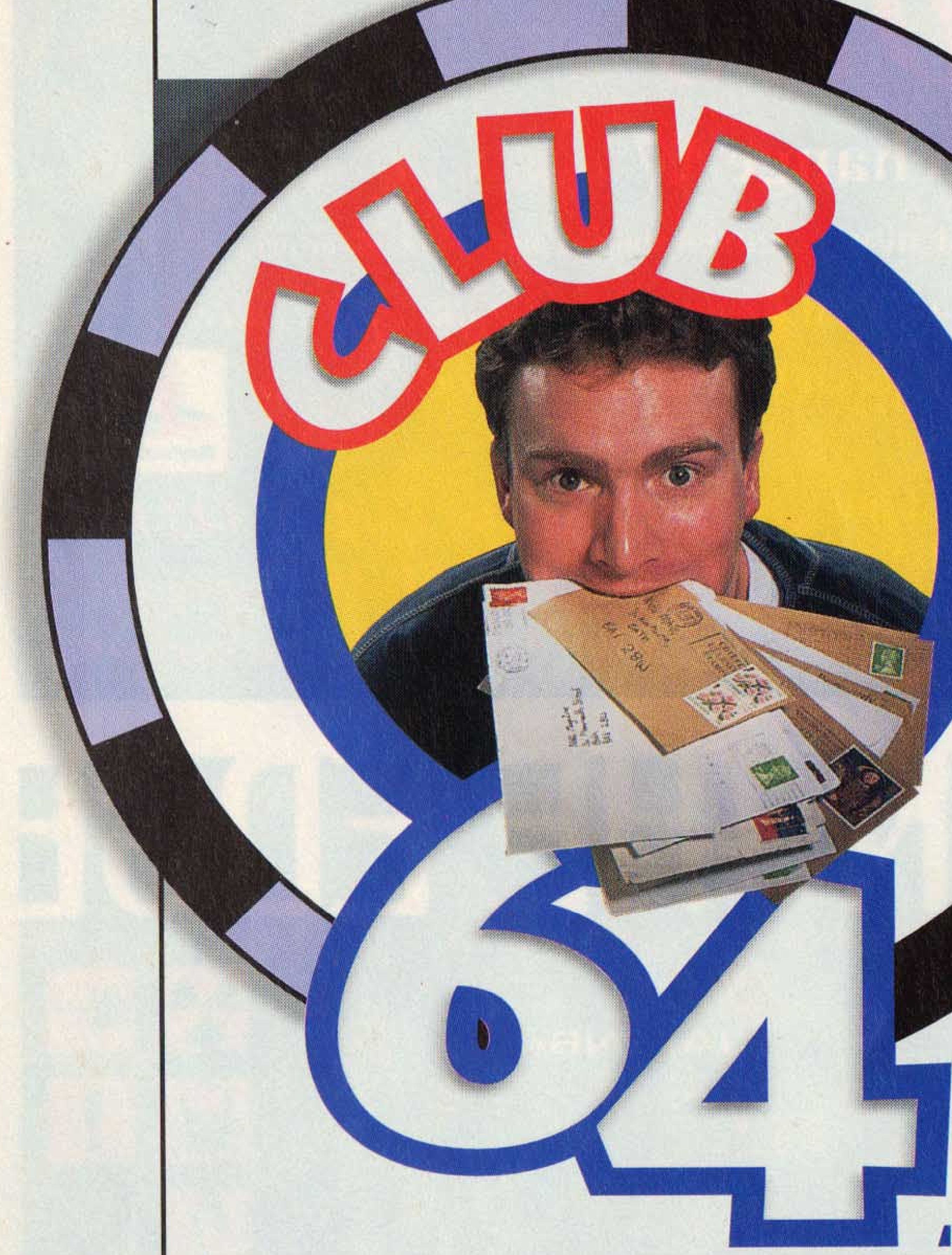

It's a smashing autumn afternoon, the sun's out, and the weary but happy N64 Magazine troops are having a cup of tea. And what could be a more perfect accompaniment than the contents of our postbag? Let's see what you, our beloved readers, have to say this month...

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
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Any letters printed win a prized N64 Magazine badge!

"On page 90"

On page 90 of issue 7, in your reply to Dave Mole's letter titled "About seven", you made a spelling mistake: "Almost plausible. But... no. The touble here is that most..."
Russell Cocklin, Romford

Sorry. The thing is, though, that although we correct them for the sake of our readers, you always begin every word you write with a capital letter, which is wrong and gives us headaches. **Ed**

"On page 13"

You appear to have left something out of your Future Look at *Diddy Kong Racing*. In the small summary box on page 13, in the section called power-ups, you fail to mention the 'Magnet' weapon which is available in the game. The symbol for it is shown in the small screenshot without a caption, right next to the summary box.

Another thing which is strange is that you didn't explain the presence of a mysterious dungaree-clad rooster. He can be seen on pages 12 and 13 and most clearly on page 28, where he appears in front and to the left of Diddy in the main *DKR* picture. Can you or your friends at Rare give a name to this poultry phantom?
Kernel Coffee, Hereford

Sorry. The magnet power-up allows you to 'attract' the racer in front of you, pulling them backwards and you forwards. It's tricky to find, though, tending to be hidden to the side of the track. And Drumstick, the fowl you refer to, can only be accessed using some special trick we haven't sussed out yet. **Ed**

"You said"

I would normally write to say how brilliant your magazine is, but I was looking through my collection, and in issue 6 I saw the review of *NBA Hangtime*. You said it's a crap game, sticking to rule 6 in the front of the mag, but you rated it 52%. If it's a crap game then give it about 35%.
Ross McConnell, Truro

Sorry. But, although NBA Hangtime *is pretty dull, being a basketball game, it's perfectly well put together and can't really be dismissed as 'crap' per se. Hence 52%. So don't worry that we're getting soft.* **Ed**

"On page 93"

On page 93 of issue 7, instead of there being a picture of *Mario 64* in the *Mario 64* box, there's a picture of *Pilotwings 64*.
Jonathan O'Neill, Latchington

Sorry. **Ed**

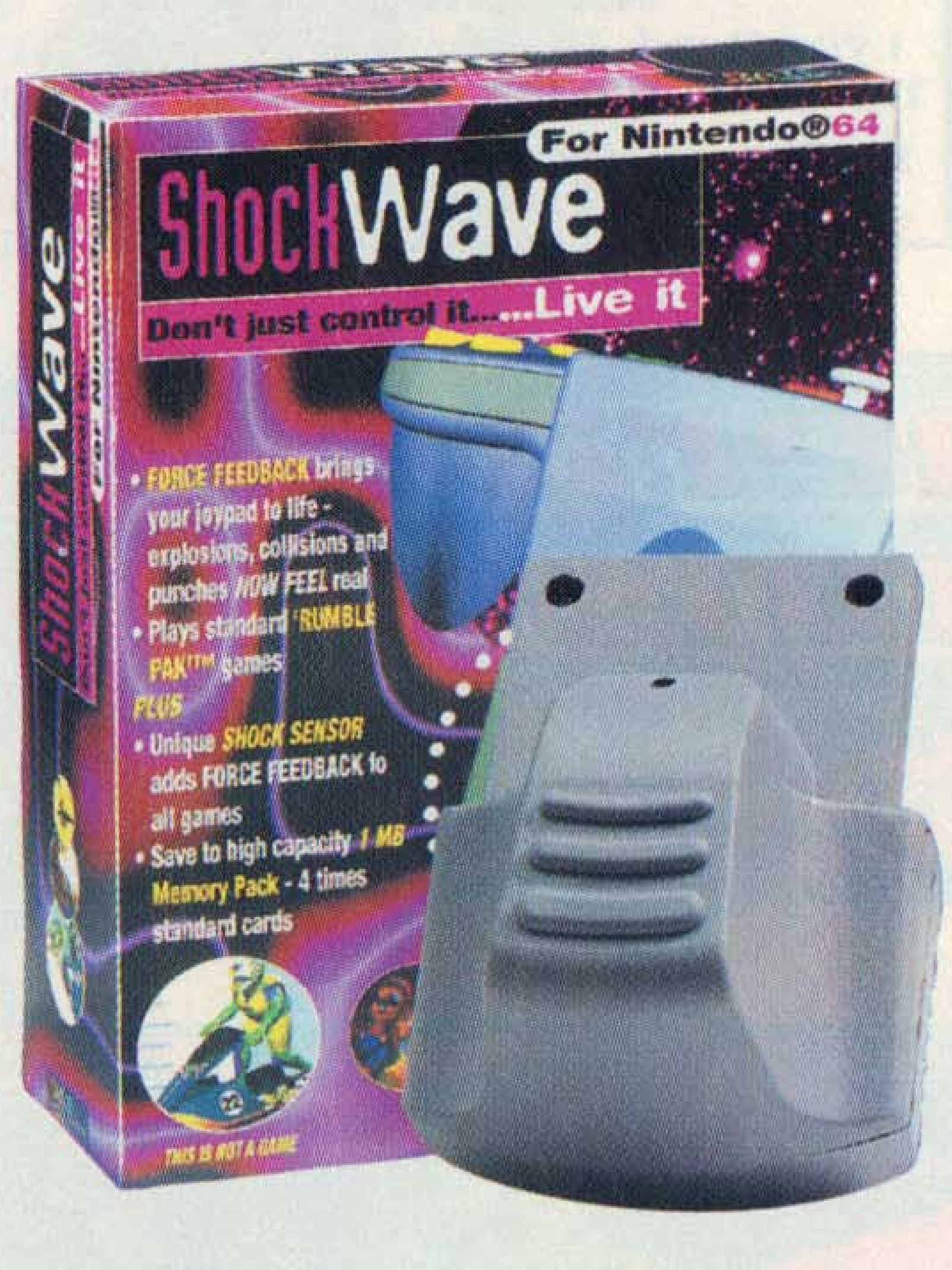
"Incorrect"

In Tim Weaver's article on the Antiques Codeshow in issue 6, under "Be gone" he's listed Tintin as the world's most boring character. Which is 100% incorrect. He is one of the world's most interesting characters, which is why I named my kitten after him. And Tibet is a very interesting and exciting country.
Sam Beechy, Newton Abbot

Sorry. I have to agree with Tim that Tintin is a teeny bit tedious. **Ed**

"In issue 6"

In issue 6, in Planet 64, you wrote a short bit about the Datel Shockwave, and at the end you said you'd have a review of it in the next issue. WHERE IS IT? There's no New Goods section in issue 7. I was really looking forward to the review, because I'm trying to buy a Rumble Pak.
Rakan Budeiri, London



Sorry. Datel still haven't sent us a Shockwave pack. **Ed**

"Late"

I'm writing to ask why your magazine is always late. So far issue 7 is two weeks late.
Kevin Martin, Chelmsford

Sorry. We're really sorry. **Ed**

"Spain"

Recently I went to Spain. I left my **N64** Magazine on my deck chair while I went for a swim. When I came back and picked up my magazine, the cover fell off. Then gradually all the pages fell out.
M Skellon

STOP COMPLAINING!

What's the matter with you lot this month? Isn't it enough that we slave late into the night, for week after week, to produce the world's best Nintendo 64 magazine for little reward other than the threat of the sack unless we work even harder? Well, we've had enough. We're not doing it any more. We're all going to Tibet, however boring it is, to become monks. **Ed**

"A bit quicker"

Here's a bomberman for you to make the time go a bit quicker while you're waiting for *Baku Bomberman*.
Col and Sue, Wallasey

Oh. Well, that's better. Phew. Thank you. **Ed**

"Me and Glenn"

One day while bored in work, me and Glenn Harding decided we'd muck about with the photocopier.
Russell Cocklin, Romford

Thank you too. (Sniff) All right. We'll stay. **Ed**

"It's games"

Doom: dated. *Shadows*: shallow. *War Gods*: worrying. As you will have noticed, these are all games made outside Japan. It's games like these that will ruin the N64's reputation. The worst, however, must be the development of Rare's babyish *Conker's Quest* and *Banjo-Kazooie*.

What the machine needs is Japanese games as these make Nintendo the best. Hardcore mecha with anime babes, RPGs like *Ganbare Goemon* and *Zelda*, not the rubbish Britain and America chuck out. Perhaps a *Patlabor* game, or an *Armitage III* game. Not forgetting more mah jong games.

Ben, Chatham

You guys. And up till that last sentence I thought you were serious. Of course Japan isn't the only country that can write decent games. GoldenEye 007, Top Gear Rally *and* Blast Corps *are proof of that. And it's perhaps a little harsh to write off* Conker's Quest *and* Banjo-Kazooie *on the basis of a few screenshots, even if Conker's maybe not the kind of character you'd want to stick a poster of on your wall.* **Ed**

"In abundance"

What on earth has happened to Rare? At one point (ie, around when *Donkey Kong Country* and *Killer Instinct* came out), I honestly thought all they could do was produce pretty looking clones of established genres. But now... we've had *Blast Corps*, *GoldenEye* is on its way, and now up pops *Diddy Kong Racing*, which promises to be BETTER than *Mario Kart*? Unbelievable!

It seems the N64 has given them a whole new lease of life, and they're certainly closing in on Nintendo in terms of consistently high quality games. I just hope that they'll abandon the terminally repetitive brands like *Killer Instinct* and the *Donkey Kong Country* series (although I admit that's looking unlikely), and concentrate on giving us games with the imagination and originality that Rare have already proved they have in abundance. And best of all, they're based right here in Britain, and are one of the best examples that the British can make games as good as anyone else.

Derek Littlewood, Nottingham

See, Ben? **Ed**

"Top mag"

I would like to uncover a fraud in the form of Aaron Carroll from Halifax. In issue 6 of your top mag you printed his letter, which you titled "Eat it", in which he states he bought *FIFA 64*, hated it, and took it back to Beatties and annoyed the staff for an hour until he got his money back. He tricked you. He has never owned and never will own *FIFA 64*. How do I know this? Well, I'm his supposed friend. Please print this so he will be publicly humiliated and forced to leave the country.

Billy Jones, Halifax

I'm not sure who to believe now. **Ed**

Oh to be bored at work... to have the time to muck around with photocopiers... (wistful sigh) ...those were the days. ▷

GO! GO! ▷

DREAM ON

Here dreams could become reality. Clued-up games developers take note...

NEW MK64 BATTLE MODE ARENA

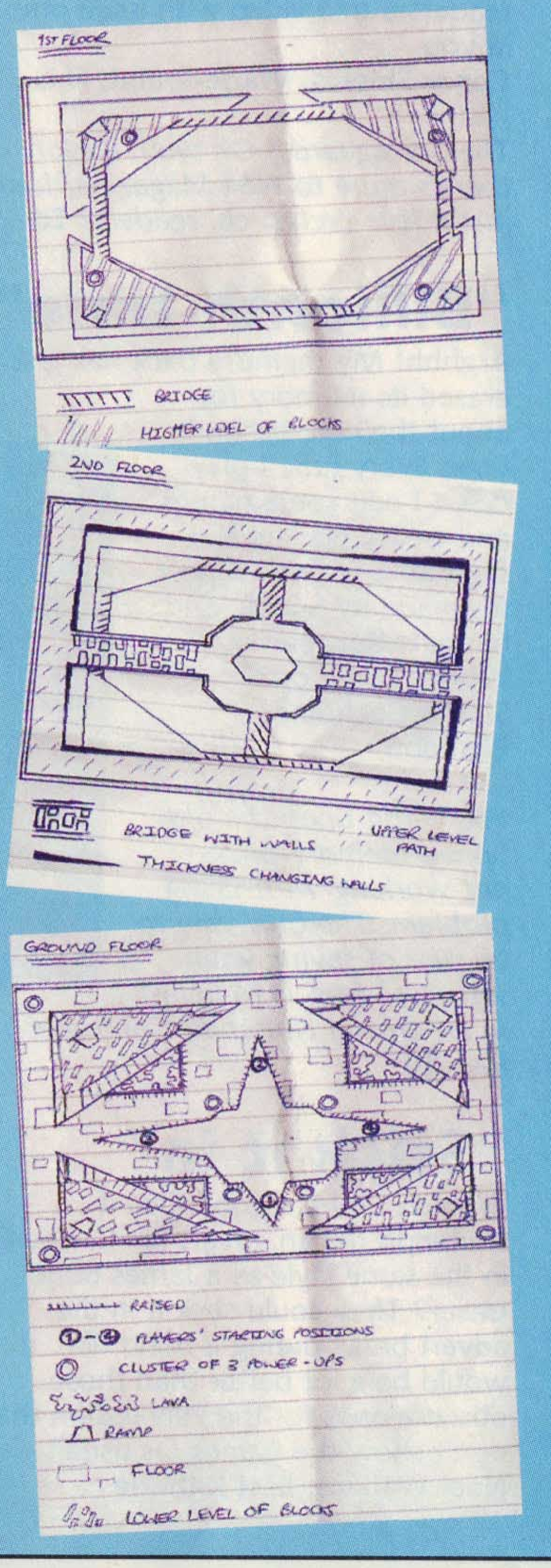
I know you lot hate battle mode on *Mario Kart 64*, but I love it! My favourite course is Double Deck, with Block Fort as close second. Considering the bland Big Donut and the extremely disappointing Skyscraper, I decided to design one of my own battle arenas. I couldn't think of a name for my arena, but here's a look at what's so good about it.

One of the funniest bits is the group of four lava pools beside the four blocks: knock an opponent off a block and into them, so they lose a balloon.

The first floor has long bridges, for easy access to lower, nearby areas – by jumping off.

The second floor has a hole in the centre to quickly access the ground floor. Also, the thickness-changing walls can be jumped over at the thinner points. And the gaps at the upper level path can be jumped from, to escape opponents with weapons.

Andrew Watson, Blackpool



Sounds good, although I still can't see it winning us over. Ideally a future 64DD version of Mario Kart 64 would include a Battle Mode arena editor, so you could construct your own playing areas, save them to disk and then challenge family and friends upon them. **Ed**

IK+ 64

I have a dream, a dream of multiplayer, high impact karate, a dream of *International Karate +* on my N64.

Instead of the three combatants there'd be four, each of which could be CPU or human players. The arena would be 3D, and scale with the distance between fighters. There'd be no special moves – the great thing about *IK+* was that everyone had the same set of basic moves. The different speed settings must remain, even though it should only be played at the manic turbo speed and there should be an enormous array of Bruce Lee-like noises to accompany the action. The bonus games would also be updated for 3D.

Can you imagine the utter madness ensuing from the bouncing balls approaching from all around you? Speech for the Sensei is a must, with a much exaggerated oriental accent ("Bru must improve"). The original was great fun and this would be a welcome arrival until Capcom pull their finger out and give us a *Street Fighter*.

James Gough, Southampton

It would also need to include the feature from the Atari ST version whereby pressing T causes your trousers to fall down. **Ed**

MULTi-CHARACTER RPG

I'd like to see a 2D RPG, with the difference being that you could choose from one of three different characters, each starting from their own village or town. Depending on which character you used, you'd get a totally different ending. Also, on your journey you'd find you could only access certain buildings and interact with certain people if you were the right character, adding greatly to replay value. The outcome of the game would depend on where you went, who you talked to and which character you played.

Justin Wickinson, Ashford

An N64 RPG of any description would be welcome, and yours would indeed have plenty of replay value, although it does sound dangerously close to actually being three different games. **Ed**

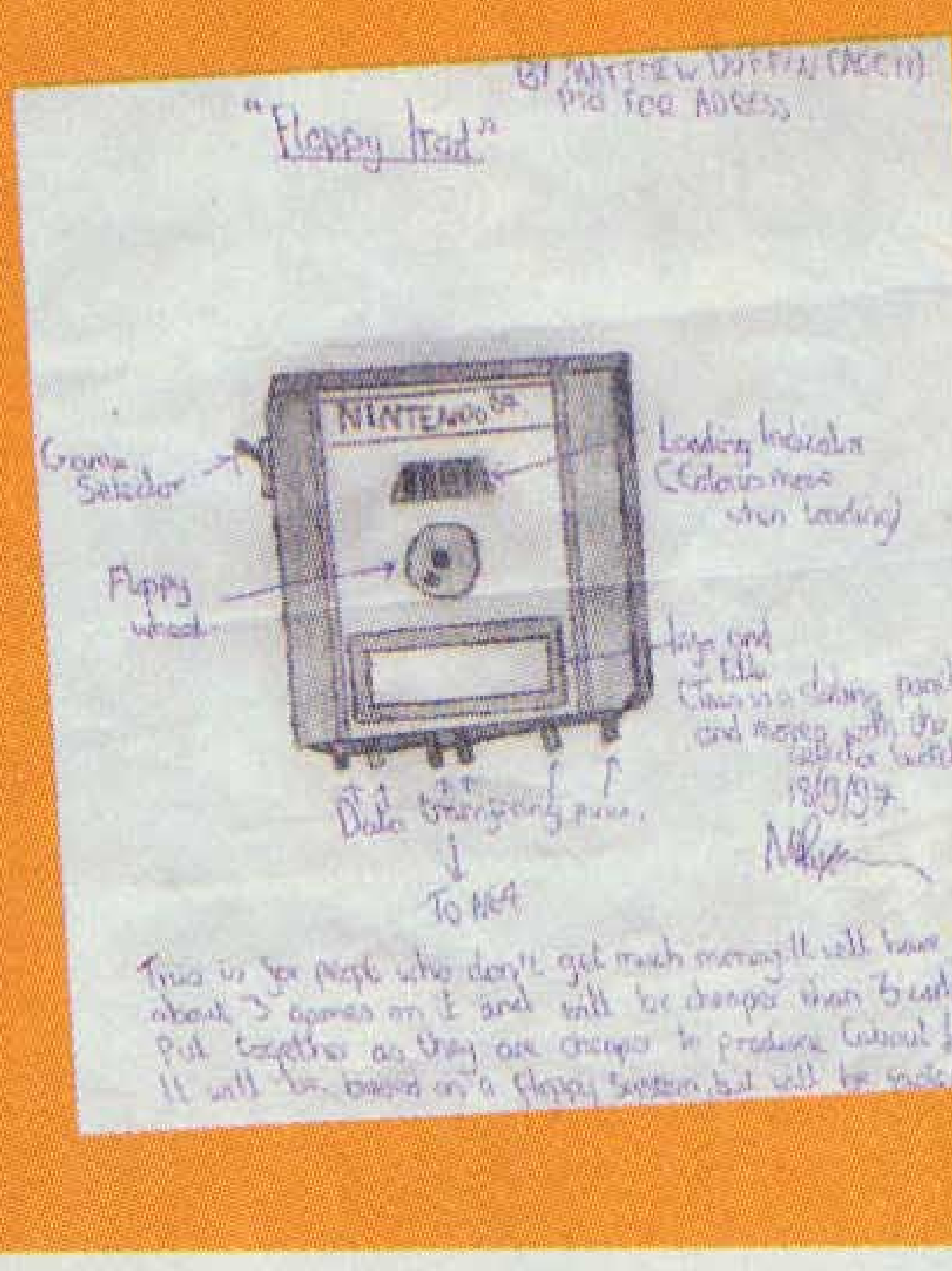
Still waiting for them to write your dream game? Then egg them on by writing to: Dream On, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

INVENTION CORNER

Even if these ideas don't win the hearts of manufacturers, they've at least won a badge.

FLOPPY CART

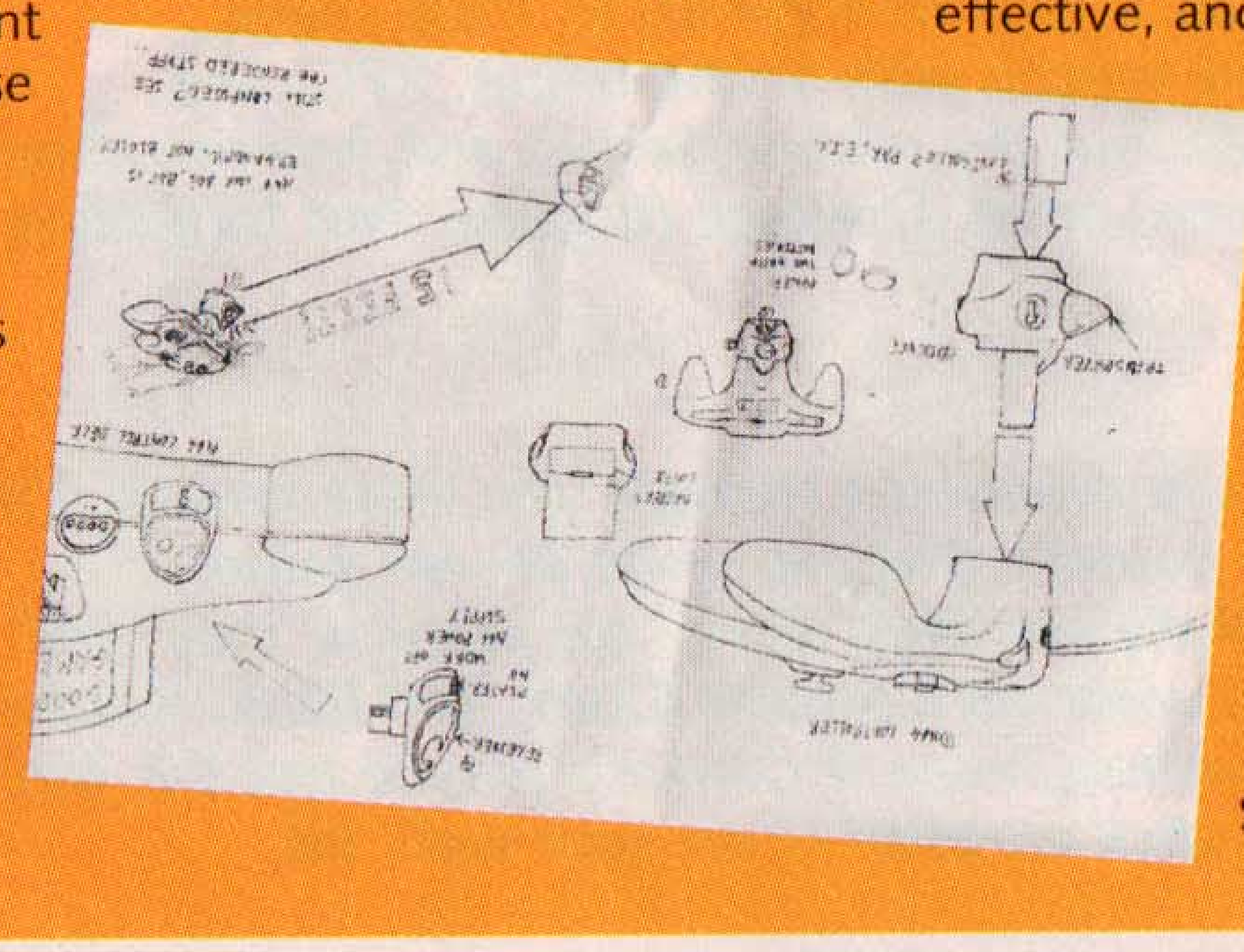
"This is for people who don't have much money," explains the philanthropic **Matthew Duffin of Reading**, Floppy Cart's inventor. What he appears to have devised is a sort of floppy disc drive with a disc containing three games permanently built into it. It'll cost "about £49.99", Matthew predicts, and "will be based on a floppy system, but will be faster". It's not entirely clear how three games are going to fit onto a floppy disc (which tend to hold a little over 1Mb, compared to an N64 cart's 8Mb), nor how the cart is going to come in at under £50, but a little further development would doubtless iron out these glitches.



This is for people who don't get much money. It will have about 3 games on it and will be cheaper than 3 carts put together as they are cheaper to produce (about £49.9 It will be based on a floppy system but will be faster.

REMOTE CONTROLLER

A popular request in issue 3's 'Plug This In' compo was for a remote-control Controller, using infra-red light or something. And that's exactly what **Jon Davies** (good name) **of Wallingford** has come up with, the difference being that he's done a series of elaborate computer renders to illustrate it. "There are only two problems I can see with it," Jon says. "Firstly, the Rumble Pak wouldn't be as effective, and would make it heavier. Second, er, it hasn't got a name. I suppose it could be the 'Blaster Pak', but that would be a bit crap." Indeed. Infra-red controllers have met with limited success before, but this one does look smart.



Had a brain-wave? Then send the blueprints to:
Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

BONUS LETTERS

All bow down to FuSoYa the Great!
Ash, London

We'd rather not. **Ed**

On *ISS64*, try being England, playing against Greece, on level three with default settings. My best results are 23-2 and 19-0.
Scott Laidler, West Rainton

What about when you play against Italy, though? **Ed**

Do Nintendo hate me?
David Thomson

What about when you play against Italy, though? **Ed**

I thought I'd write in to correct Iain Mackay's letter in issue 7. When Mario throws Bowser he actually says: "So long-a dear Bowser."
J Wilkinson, Ashford

That's perhaps enough about what Mario says when he throws Bowser. **Ed**

In issue 7's Planet 64 you have some screenshots of a new Nintendo game, but say, and I quote, "WE'VE ABSOLUTELY NO IDEA WHAT IT IS." But then on page 31 you have two articles about it. IT'S *POCKET MONSTERS!*
Domenico Sanna, Oswaldtwistle

A schoolboy error. The mystery game is actually a 3D adventure game called Pikachu Genki dechu*, and, although it stars a Pocket Monsters character, it's got nothing to do with either* Pocket Monsters 64 *or* Pocket Monsters 64DD*.* **Ed**

"The cheek"

I was casually looking at computer mags in my local newsagents when I came across a blatant attempt to copy your brill mag. They've had the cheek to take your four wee coloured circles from above your '4' and use them next to their name. And as if that isn't bad enough, they gave readers a free video with issue one, *à la* you.
Conor Shields, Warrenpoint, N.I.

The blackguards! Oh well. Luckily there's more to **N64** *Magazine than just a few circles, eh, readers?* **Ed**

"Billionth time"

Arghhh! My memory pack has just erased its memory for about the nine billionth time. Every time I play *ISS64* I edit some names and create players and the memory pack wipes! It's made by Spook, and has a 1Mb capacity. What's going on?
Simon Cochrane, Basildon

*You've hit upon the old Spook-memory-packs-not-working-with-*ISS64 *problem. The only way to be sure of saving your set-ups, I fear, is to invest in an official Nintendo Controller Pak.* **Ed**

"Stick it in"

Wouldn't it be a good idea if Nintendo did an advert for *GoldenEye* in the same style as a James Bond trailer? They could stick it in the advert break during a Bond film. It would be a lot better than those obscure ones for the PlayStation that don't show the games (as usual).
Noel Wallace, East Kilbride

That would indeed be good. Their Lylat Wars *one isn't too bad, though, don't you think? Apart from the words 'Lylat Wars' at the end, obviously.* **Ed**

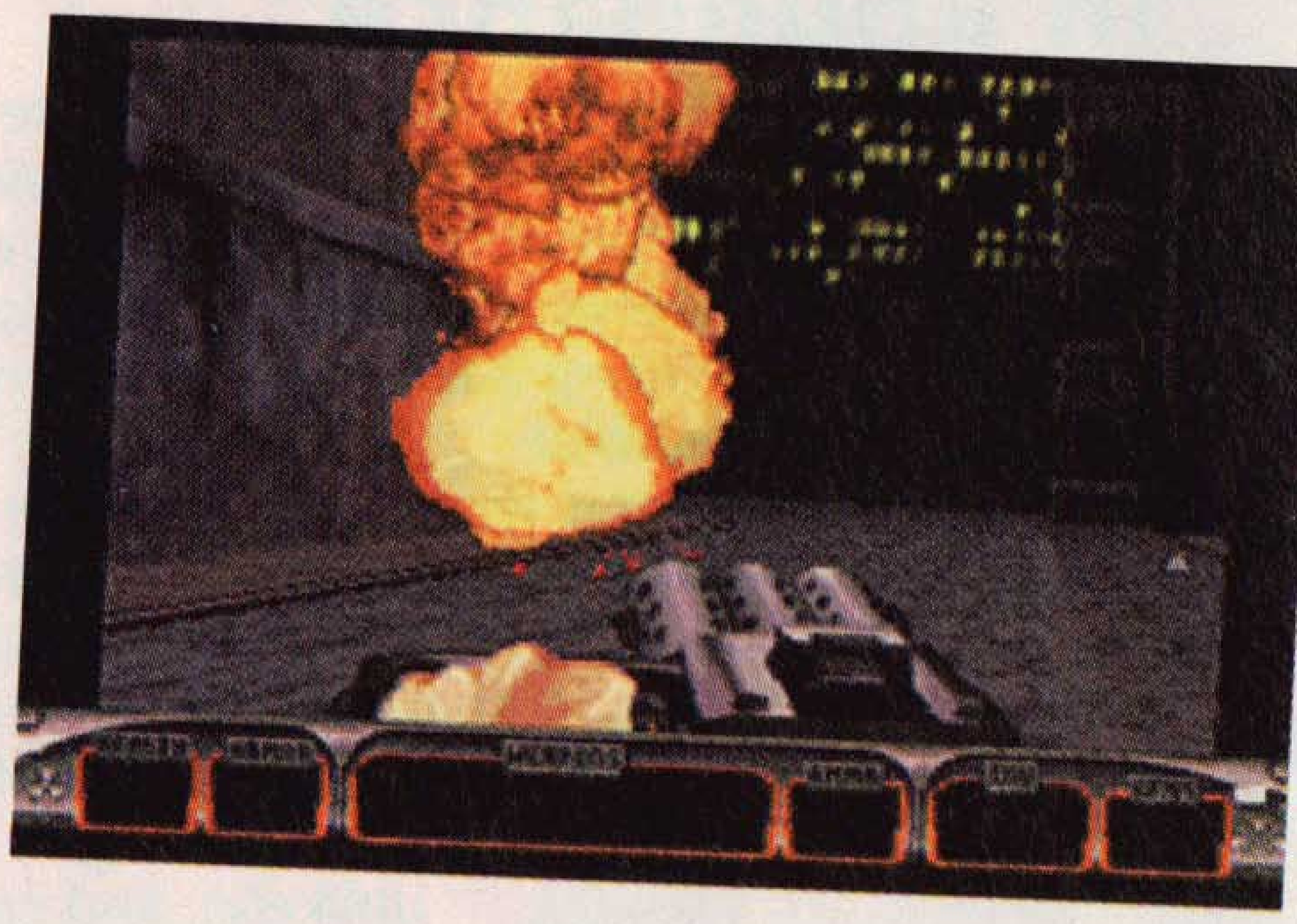
"In circles"

While trying to improve my record time on Koopa Beach, I was racing against my ghost when something strange happened. My ghost, which was supposed to do a time of 1'45"65, went wrong.

I had missed a mini turbo and was about to give up but decided to carry on to see if my ghost was slow in the last part of the lap. As I went over the ramp to the short cut, I saw the ghost miss the jump and hit the wall. After going through the short cut I went back round and there it was, going round and round in circles and hitting the wall until it finally disappeared into the sea. I immediately wrote this letter to the best magazine in the world.
Mark Townley, Truro

LAP 3/3
TIME 05'24"83
7
2
3
4
8th

He's clearly decided to throw off his shackles and strike out on his own. Good luck to him. **Ed**



"Certificates"

A few issues back, you wrote a small article on *Duke Nukem 64*, which was an excellent game on the PC. I was appalled to find out that the game is being censored, with the strippers being taken out. I am strongly against censorship, and I think Nintendo should stop aiming t impress the parents and start aiming to impress the players. I mean, there no explicit graphic detail on the strippers, is there? It seems that computer games have come to a stage where they are realistic enough to be given video certificates (*Turok'* 15 certificate is an example of this) s why can't *Duke Nukem 64* have an 18 certificate without cutting the game? A responsible 18-year-old should be old enough to decide wha he can and can't see in a computer game, so what's Nintendo's problem
Ryan Haidar, via e-mail

No-one's in favour of censorship. Th trouble is that a huge proportion of Nintendo owners are under 18, and they'd be pretty cheesed off to find they couldn't play Duke Nukem 64 *because it's got an 18 certificate stuck onto it. And, while a decent amount of corpuscular carnage is vital to a game like* Turok*, a few naked ladies are hardly essential to one's enjoyment of* Duke Nukem*, ar they? If anything, I reckon they mak the PC version a bit tacky.* **Ed**

So tell me this...

Unless it's "How much will the 64DD cost?" WE DON'T KNOW, you see.

1. Could you put these games in order (best to worst): *GoldenEye*, *Lylat Wars* and *Extreme G*?
2. Will *GoldenEye* be packaged with a Rumble Pak?
3. Is there going to be a price drop for Christmas? If so, what will it be?
4. Are *Mortal Kombat 4* and *Street Fighter EX Plus Alpha* coming out on the N64?

Craig Bailey, Bristol

1. A Eurovision-Song-Contest-style poll in the **N64** *office produced the following order:* GoldenEye, Lylat Wars, Extreme G. *Spooky, eh?*
2. Nope. But you should be able to buy a Rumble Pak separately soon for about £15.
3. Consoles do generally fall in price before Christmas, and, indeed, rumours are beginning to circulate regarding the N64. We'll let you know as soon as we know anything concrete.
4. Mortal Kombat 4 *is definitely on the way. As for* Street Fighter, *Capcom are working on a selection of N64 games, and they'd be pretty mad not to follow up on the success of* Street Fighter II *on the SNES.* **Ed**

1. What does the 'N' mean after some bits of writing in your mag?
2. Will *Quest 64* be on the 64DD?
3. Will the 64DD have a clock?
4. Are there any more *Mario* games planned for the 64DD?
5. On top of my N64 there's a panel that says 'memory expansion'. What is it?
6. Will there be a *Zelda* on the 64DD?

David Rabbitt, Paignton

1. It stands for "Noooooo!", warning you that if you attempt to carry on reading you'll plunge off the edge of the article into oblivion.
2. No. Quest 64 *(or* Holy Magic Century, *or whatever it gets called when it's released here) will be a cart game. If it does well they're likely to do a 64DD follow-up, though.*
3. Yes.
4. Super Mario RPG 2 *will definitely be a 64DD game, and* Super Mario 64 2 *may well be.*
5. It's for memory expansion. This'll arrive with the 64DD.
6. Yes. **Ed**

1. I've heard that *Resident Evil* is being developed for the N64 with the director's cut and an extra Scooby Doo bonus game. Is this true?
2. Is *Tomb Raider 2* being developed for N64? I was wondering if Nintendo have enough cart space.
3. Will the 64DD have demo discs on mags?
4. Are there any strategy war games coming out for the N64, like *Command & Conquer*?
5. What's better, *Lamborghini 64*, *Top Gear Rally* or *Extreme G*?
6. Is *Body Harvest* a strategy game?

Stuart Hooppell

1. Capcom are apparently working on a Resident-Evil*-style game for the N64, but it's unlikely to have Scooby Doo in it.*
2. It seems there won't be any Tomb Raider *games for any console other than the PlayStation, as Sony have signed an exclusive agreement with Eidos. There's no reason why Eidos shouldn't do a game as good as* Tomb Raider, *but without Lara Croft, but they're not revealing anything yet.*
3. Hardly ever, if at all, because, although discs will be cheaper to manufacture than carts, they'll still cost much more than CDs.
4. Not as far as we know. The trouble is, Command & Conquer *type games really need a mouse.*
5. Our reviews this month ought to explain all.
6. There are strategy elements to it, but it mainly looks like being action-based. **Ed**

1. Where's Datel's Shockwave pack?
2. How do you get to be a games tester for software companies?
3. Now that the Mario Raceway competition is at an end (my brother is fourth by 100th of a second – bummer!), will you be running any other massive competitions with leagues?
4. Will the 64DD have a modem? If so, how will it work?
5. Could you tell me something about *Mario Paint 64*, *Shadowman*, *Fishing 64*, *Space Circus* and *Twisted Edge Snowboarding*?
6. I've got lots of ideas for games for the N64, so who do I send them to or see about them?

Mark Middleton, Hull

1. We're still waiting for ours to arrive. "Any day now," say Datel.
2. Hassle them till they relent and take you on. The numbers in our Directory section would be a good place to start.
3. We certainly will, starting with the Lylat Wars *contest we launched in the last issue.*
4. We won't know for sure until the end of November, when Nintendo display the 64DD at their show in Japan. But it looks unlikely.
5. All we know about Mario Paint *is that it's been renamed* Mario Artist. Shadowman *is based on Acclaim's rather gory comic.* Fishing 64, *or something similar, is rumoured to be in development at Nintendo.* Space Circus *is a platform adventure set in space, starring circus performer characters.* Twisted Edge *is being done by Boss, who did such a fine job of* Top Gear Rally, *so it should be good.*
6. Our Dream On section would be a good place to start. Otherwise, try calling those numbers at the back of the mag and see who bites. **Ed**

Write to: So Tell Me This..., N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

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The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- The game's name
- Its publisher
- If it's an import, whether it's a US or Japanese one
- A summary of our review
- The best tip or cheat, and any issues that we've done guides in
- The reviewer's initials (see below)
- Score
- The issue we reviewed it in
- How much it costs

MIXER TAP 64

DIY Games | UK release: April 1999 | £60 | N64 8 ● 5% ● BO

The aim with this one is to buy a new mixer tap so you can finish decorating your kitchen. This involves visiting Homebase two or three times a week, queuing up for half an hour at the 'special order point' behind the lady who's convinced her paint is faulty, and being told it's out of stock. "But there's a delivery on Tuesday." If you can sustain this for eight or nine weeks you're doing well. Crashingly boring. You'll learn to hate green uniforms.

- Order the tap on computer, wait a couple more weeks, and then cancel the order when it still doesn't turn up expecting to be able to get one at B&Q instead. You won't, earning extra points.

N64 reviewers

JA = James Ashton
MH = Marcus Hawkins
WO = Wil Overton
JS = Jon Smith
JB = Jes Bickham
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = Jonathan Nash

UK Games DIRECTORY

BLAST CORPS

Nintendo £60 N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems (mission repetition is never ideal) mean that your love affair with the game may be disappointingly short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *BC* guide in **N64**/8

DOOM 64

GT £60 N64 7 ● 77% ● JA

Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.

● At the password screen enter ?TL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3&7.

F1 POLE POSITION

Ubisoft £60 N64 7 ● 71% ● J

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.

● If your bloke in the pits shouts at you to come into the pits, don't bother. You can ma the whole course without a tyre change.

FIFA 64

Electronic Arts £60 N64 2 ● 39% ● T

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you w eventually produce something. Don't press it a second time or your shot will fly over.

HEXEN

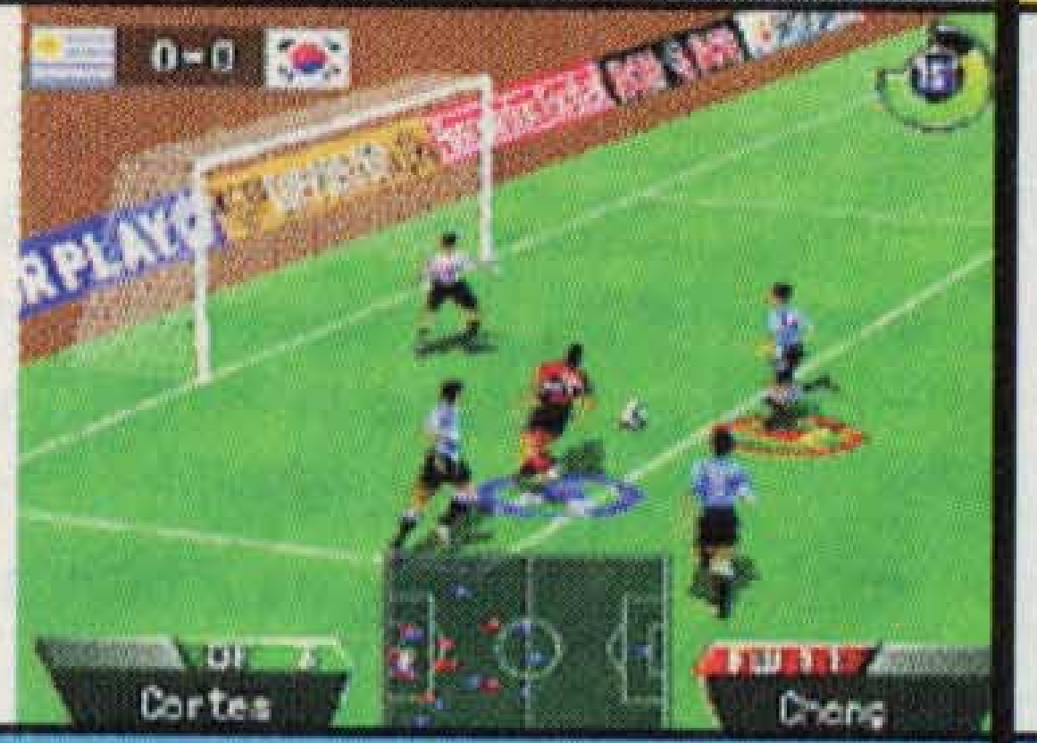
Midway £60 N64 5 ● 69% ● J

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Rig C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

INT. SUPERSTAR SOCCER 64

Konami £60 N64 3 ● 92% ● TW

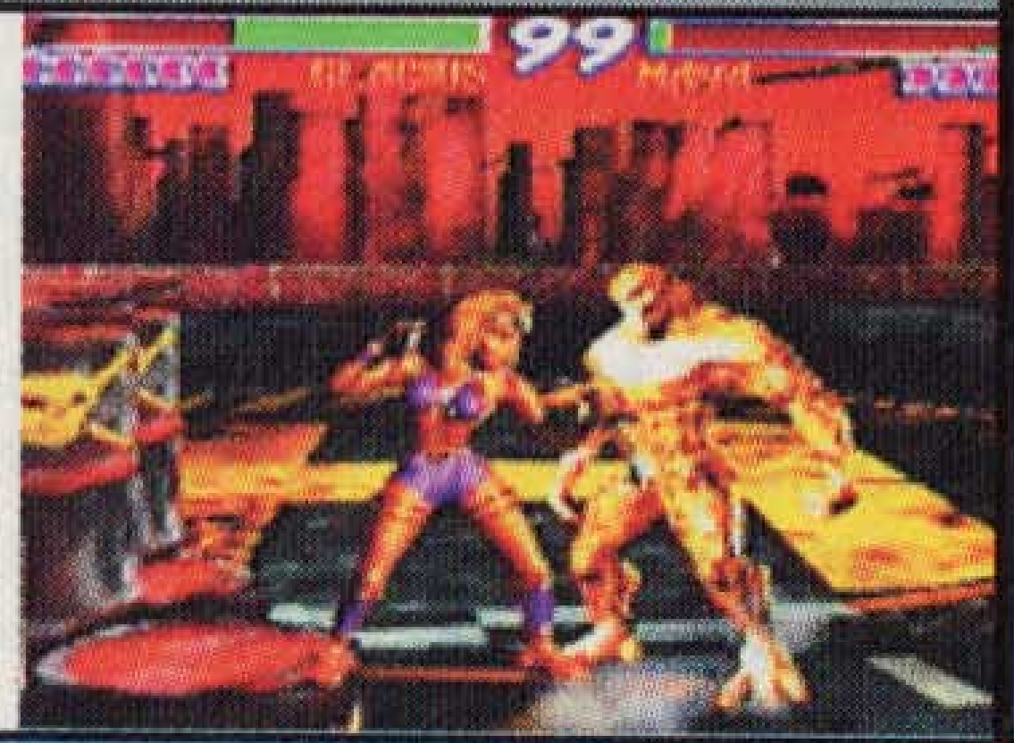


The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFAs* dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

KILLER INSTINCT GOLD

Nintendo/Rare £55 N64 3 ● 62% ● MH

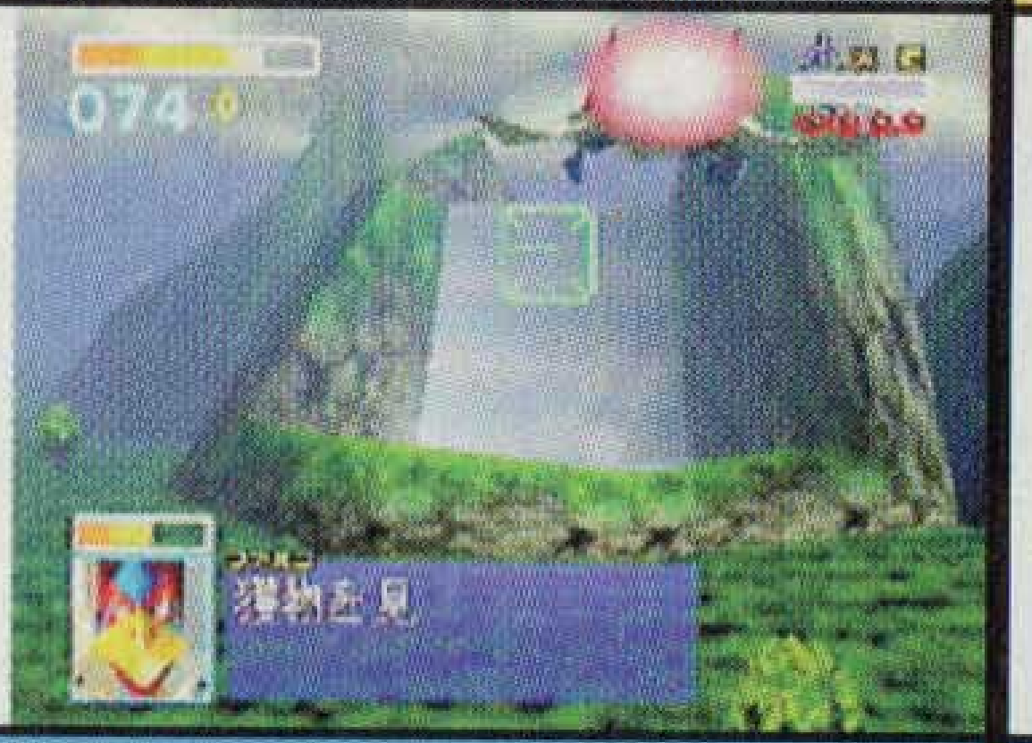


Killer Instinct might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

LYLAT WARS

Nintendo £60 N64 8 ● 91% ● JN

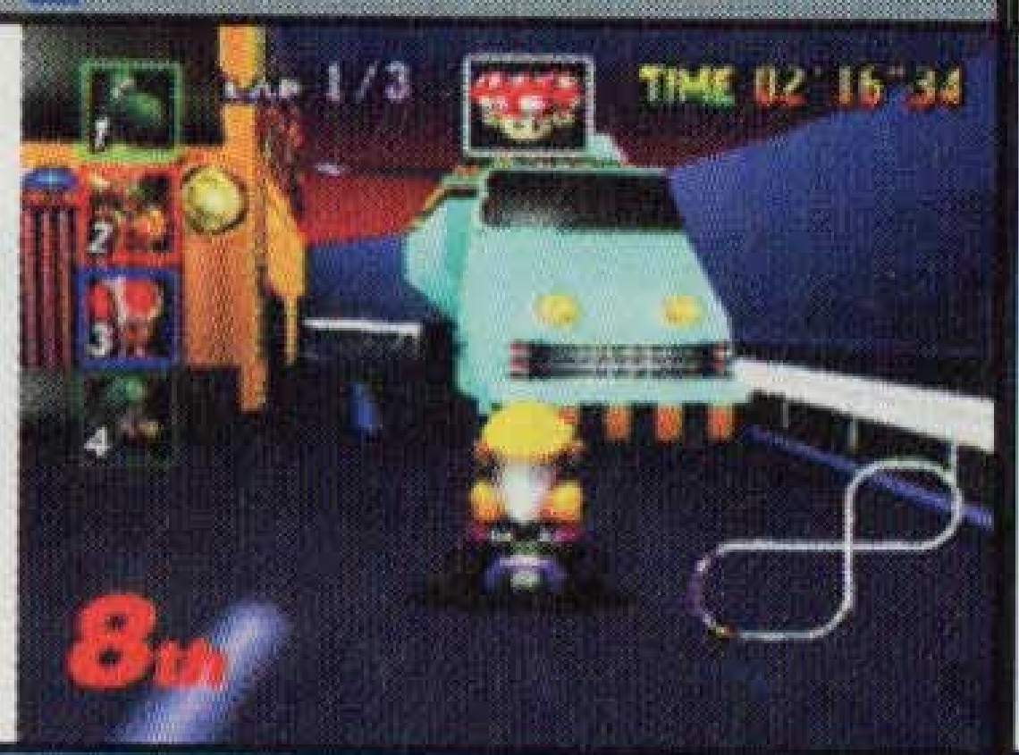


Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 670Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.

● Achieve gold medals on all levels for the four-player tank and Expert modes.
● Game guides in **N64**/8 and **N64**/9.

MARIO KART 64

Nintendo £60 N64 4 ● 91% ● JD

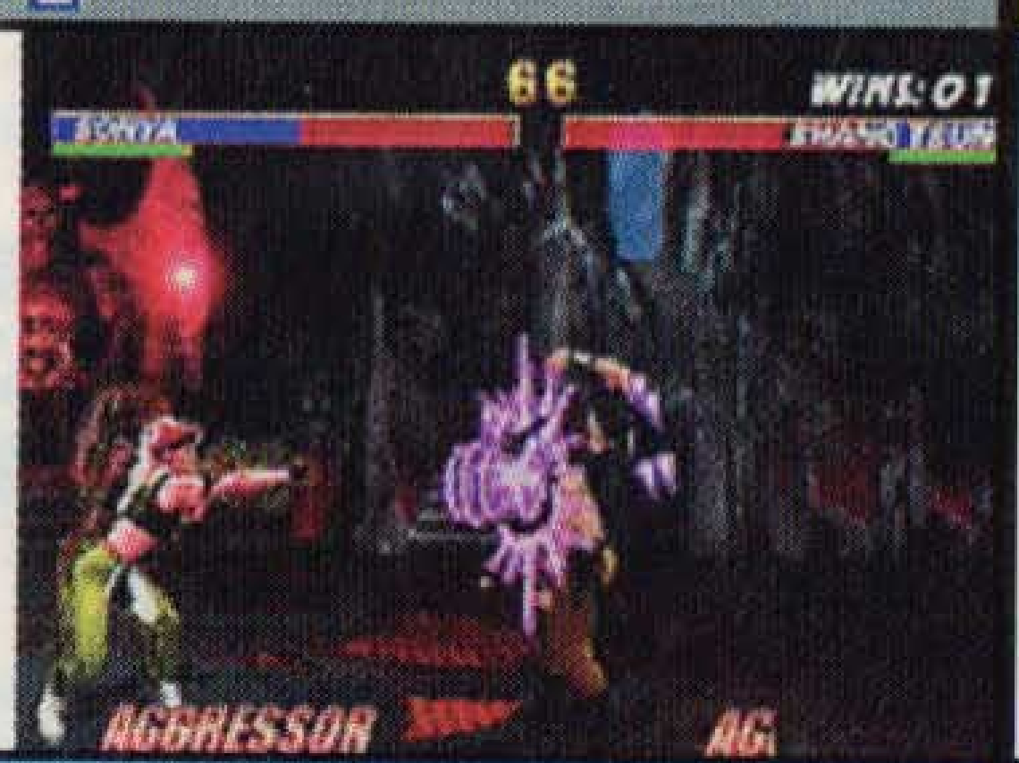


While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

MORTAL KOMBAT TRILOGY

GT £60 N64 1 ● 34% ● TW

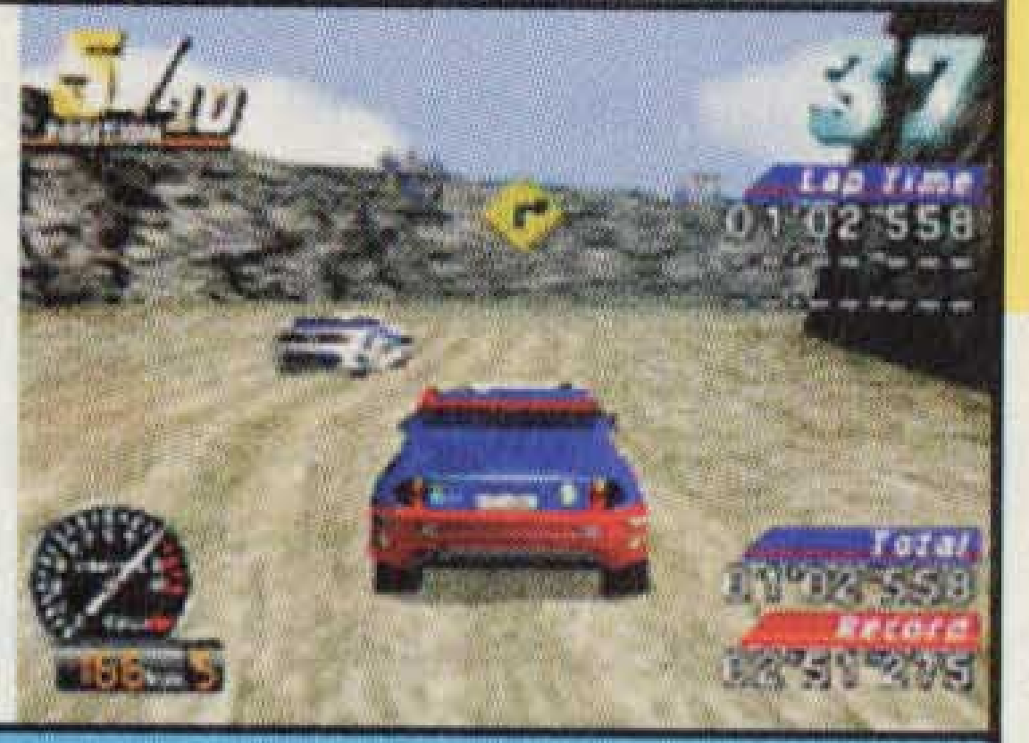


Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

MULTI RACING CHAMPIONSHIP

Ocean £55 N64 8 ● 71% ● JD

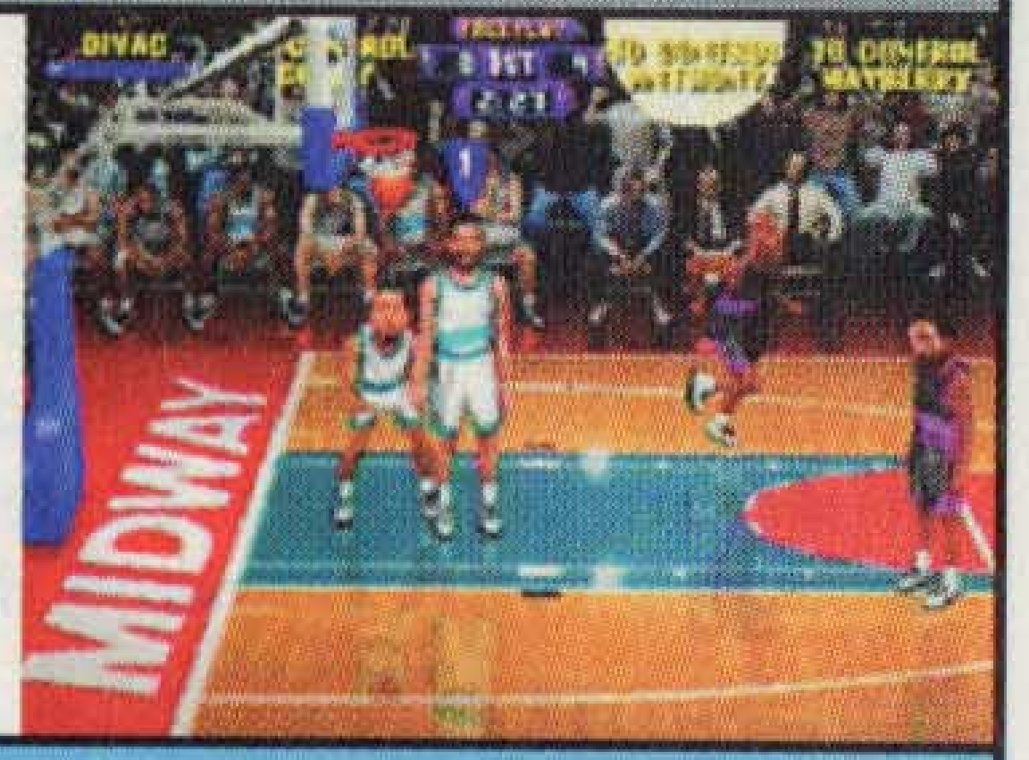


The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.

● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5

NBA HANGTIME

GT £65 N64 6 ● 52% ● JS

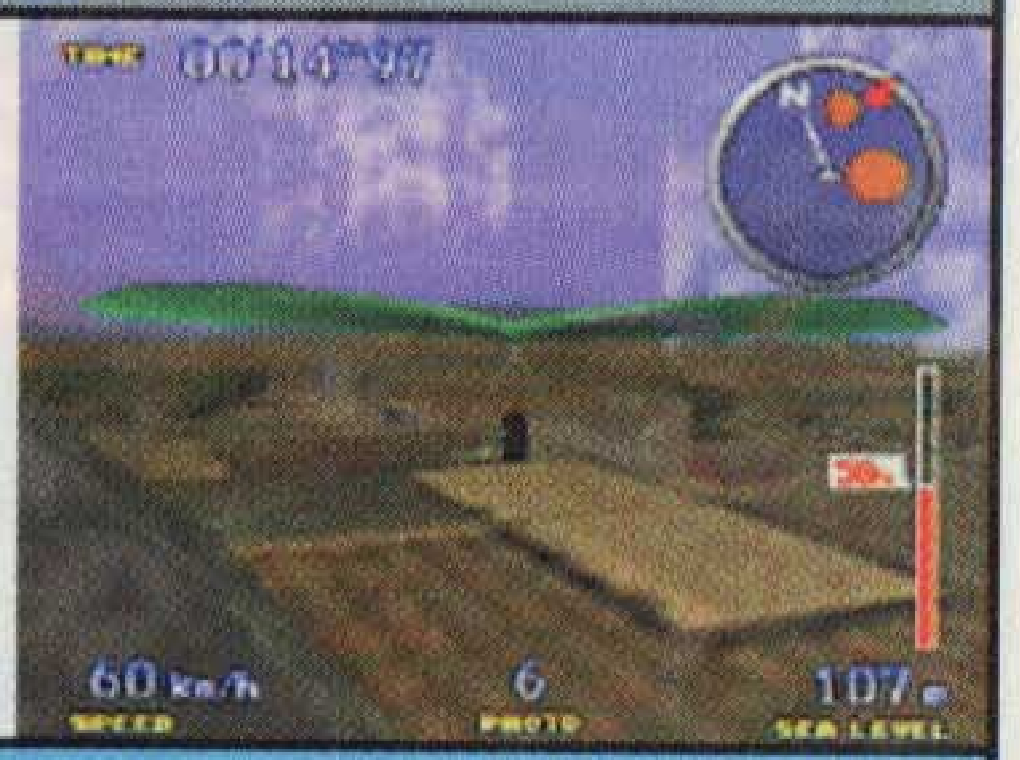


The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

PILOTWINGS 64

Nintendo £50 N64 1 ● 89% ● TW

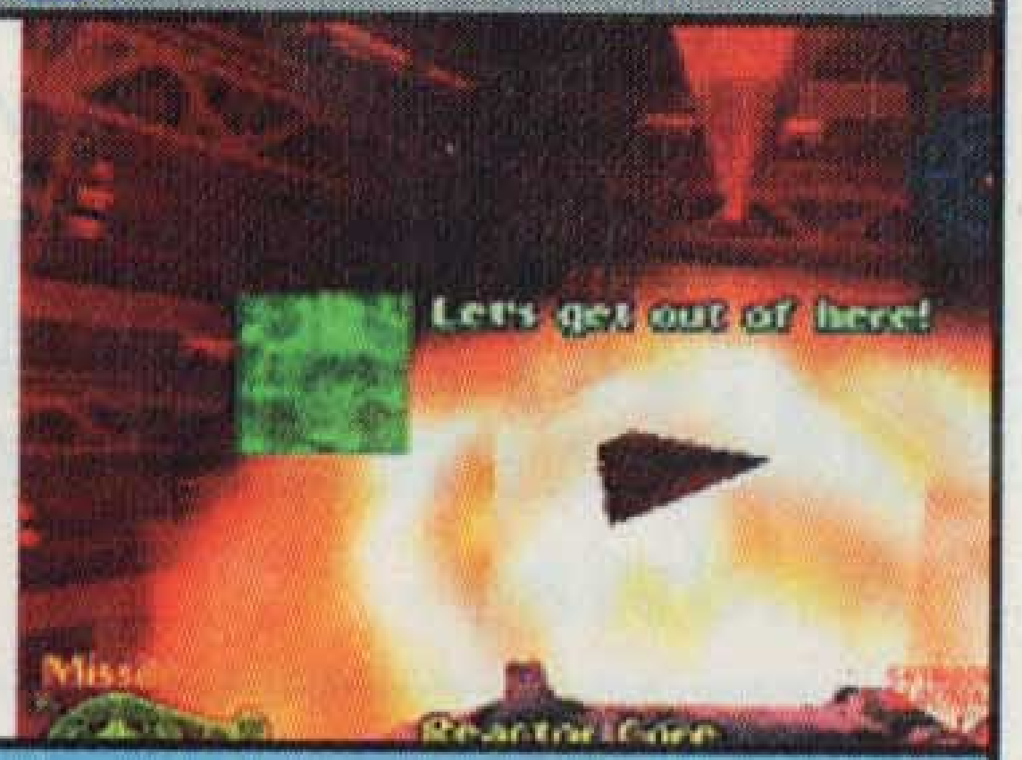


The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

SHADOWS OF THE EMPIRE

Nintendo £55 N64 1 ● 78% ● JA

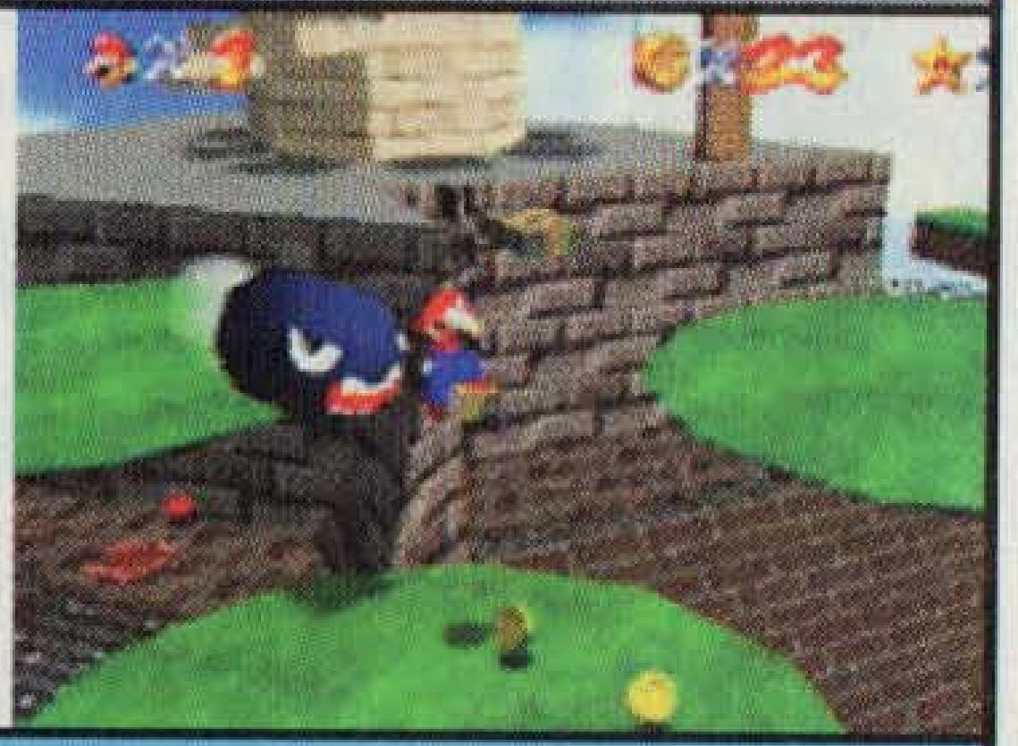


With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

SUPER MARIO 64

Nintendo £60 N64 1 ● 96% ● ZN

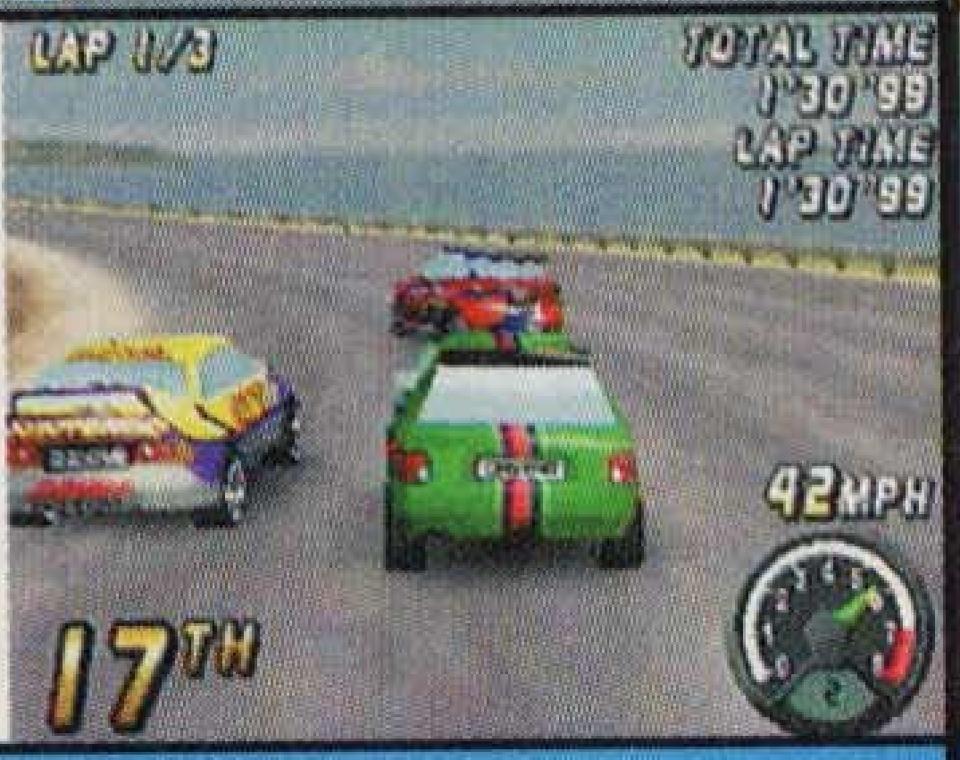


When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

TOP GEAR RALLY

Nintendo £55 — N64 8 ● 86% ● JD



People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.

- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- Game tips in the review **N64**/8.

WAVE RACE 64

Nintendo £55 — N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

- To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

TUROK: DINOSAUR HUNTER

Acclaim £70 — N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

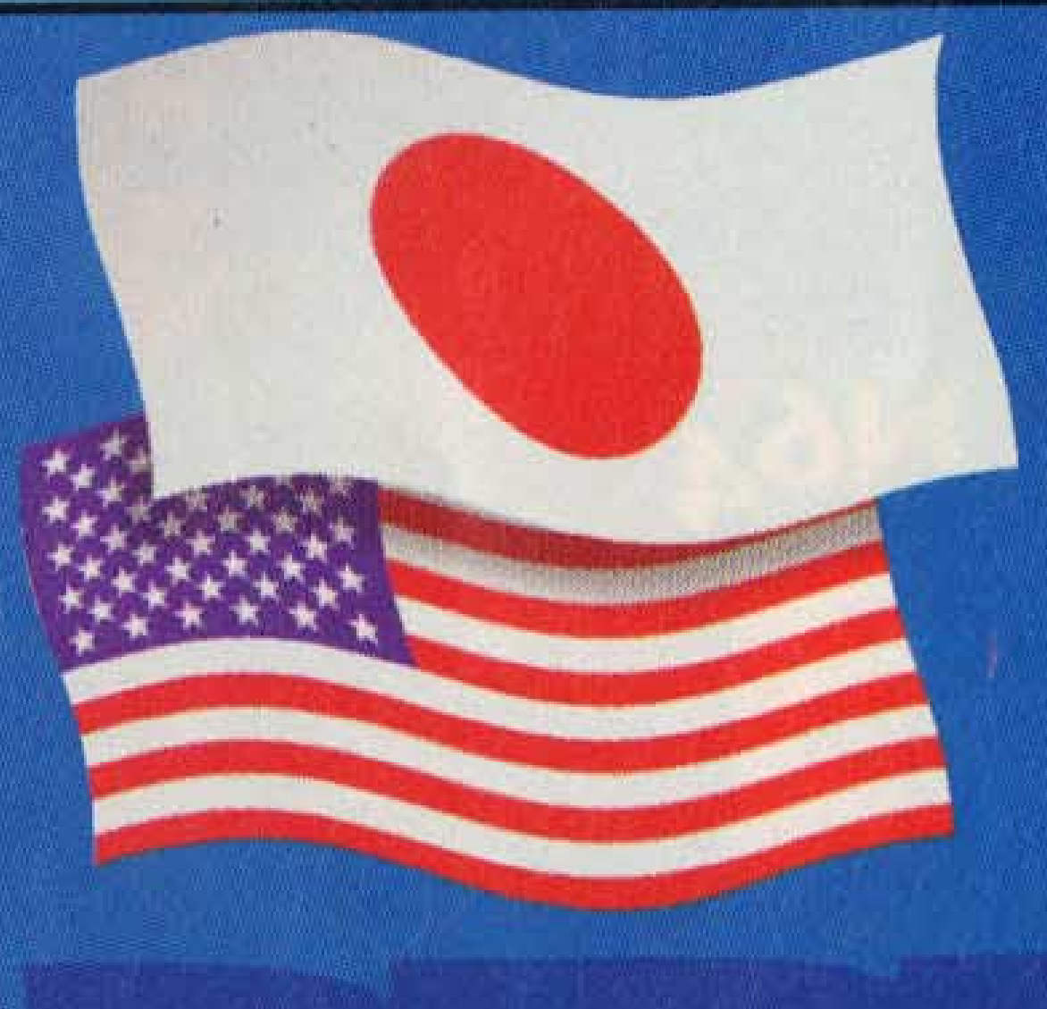
- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

WAYNE GRETZKY'S 3D HOCKEY

GT £65 — N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.

- Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.



Import Games DIRECTORY

BAKU BOMBERMAN

Hudson Soft 🇯🇵 UK release: November — N64 8 ● 50% ● ZN

Oh dear. The thrill with *Bomberman* was the multiplayer mode – Hudon have wrecked it by adding 3D. Single player mode is competent but uninvolving. A major disappointment.

CRUIS'N USA

Midway 🇺🇸 UK release: TBA — N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

DARK RIFT

Vic Tokai 🇺🇸 UK release: TBA — N64 5 ● 72% ● ZN

It's a plain old beat-'em-up, basically, and while it's better than *War Gods* and *Killer Instinct*, there's just nothing new here to excite even the most ebullient of fight fans.

DORAEMON

Epoch 🇯🇵 UK release: Unlikely — N64 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

GANBARE GOEMON

Konami 🇯🇵 UK release: Early '98 — N64 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

THE GLORY OF ST ANDREWS

Seta 🇯🇵 UK release: Unlikely — N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

GOLDENEYE 007

Rare/Nintendo 🇺🇸 UK release: November — N64 7 ● 94% ● JA

Well, we thought it would be good. But never this good. No other N64 game (except one, perhaps) is as majestically structured or superbly realised.

GO GO!! TROUBLEMAKERS

Enix 🇯🇵 UK release: TBA — N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated.

HUMAN GRAND PRIX

Human 🇯🇵 UK release: Winter 1997 — N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills.

JANGOU SIM MAHJONG DO 64

Video System 🇯🇵 UK release: Never EVER — N64 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

Imagineer 🇯🇵 **UK release:** Unlikely N64 8 ● 66% ● TW

What chance has a sprite game in a world with *ISS64*? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

JIKKYOU WORLD SOCCER 3

Konami 🇯🇵 **UK release:** Unlikely N64 8 ● 91% ● TW

Perfect Striker became the improved PAL *ISS64* and in turn, PAL *ISS64* has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

J-LEAGUE PERFECT STRIKER

Konami 🇯🇵 **UK release:** Now (as *ISS64*) N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

KING OF PRO BASEBALL

Imagineer 🇯🇵 **UK release:** Unlikely N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

MAH JONG 64

Koei 🇯🇵 **UK release:** Never N64 3 ● 65% ● JD

Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

MAH JONG MASTER

Konami 🇯🇵 **UK release:** Unlikely N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

MISCHIEF MAKERS

Nintendo 🇺🇸 **UK release:** December N64 8 ● 90% ● JB

The US version of *Go Go!! Troublemakers*, and the addition of English text makes the whole thing a lot easier. It's still a brilliant game and it'll be out in the UK this Christmas.

POWER LEAGUE 64

Hudson 🇯🇵 **UK release:** No, thanks N64 7 ● 42% ● JA

We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

POWER PRO BASEBALL 4

Konami 🇯🇵 **UK release:** Unlikely N64 3 ● 54% ● TW

PPB4 is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

TETRISPHERE

Nintendo 🇺🇸 **UK release:** Early '98 N64 7 ● 71% ● JB

The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

WONDER PROJECT J2

Enix 🇯🇵 **UK release:** Unlikely N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

WAR GODS

Midway 🇺🇸 **UK release:** Before Christmas N64 4 ● 46% ● JA

Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

Die Hard Game Fan	www.gamefan.com/
Game Japan	www.rcp.co.jp/recca/
N64.com	www.n64.com/
Nintendo 64 Headquarters	www.n64hq.com/
Nintendo Australia	www.nintendo.com.au/
Nintendo Japan	www.nintendo.co.jp/
Nintendo USA	www.nintendo.com/
Nintendojo	members.aol.com/peers2/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim-jp.com/
US	www.acclaimnation.com/
Activision	(0181) 7429400 www.activision.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atari Games	www.atarigames.com/
Athena	www.sega.co.jp/gamesoft/athena
Atlus	www.atlus.com/
Blizzard	www.blizzard.com/
BMG	(0171) 973 0011 www.bmg.com/
Boss	www.bossgame.com/
Bottom Up	www.ifnet.or.jp/
Capcom Japan	www.capcom.co.jp/
US	www.capcoment.com/
Crystal Dynamics	www.crystald.com/
Data East	www.dataeast.com/
DMA Design	www.dma.co.uk/
Eidos	(0181) 636 3000 www.eidosinteractive.com/
Electronic Arts	(01753) 549442 www.ea.com/
Enix	www.marinet.or.jp/com/enix/
Epic Megagames	www.epicgames.com/
Epoch	www.fjt.co.jp/
Gametek	(01753) 854444 www.gametek.com/
Graphics School	http://204.174.42.103
Gremlin	(01142) 753423 www.gremlin.co.uk
GT	(0171) 258 3791 www.gtinteractive.com/
GTE	www.im.gte.com/
Hudsonsoft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Infogrames	(0171) 738 8199
Interplay	(01628) 423666 www.interplay.com/
Japan System Supply	www.titan.co.jp/jss/
JVC	(0171) 240 3121
Koei	www.koei.co.jp/
Konami	(01895) 585 3000
Japan	www.konami.co.jp/
US	www.konami.com
LucasArts	www.lucasarts.com/
MicroProse	www.microprose.com/
Midway	www.midway.com/
Mindscape	www.mindscape.com/
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US	www.namco.com/
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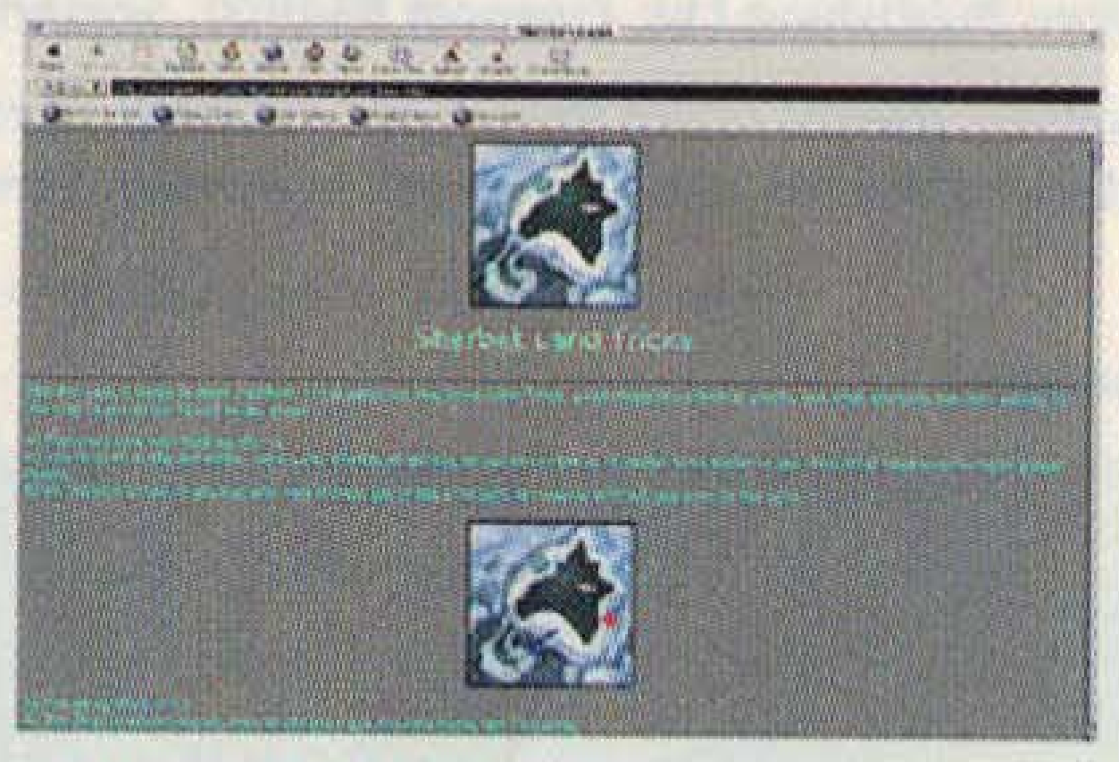
Paradigm	www.paradigmsim.com
Psygnosis	(0151) 282 3000 www.pysgnosis.com/
Rambus	www.reambus.com/
Seta	www.seta.co.jp/
Shiny	www.shiny.com/
Square Soft	www.square.co.jp
THE Games	(01703) 653377
THQ	(01372) 745 222 www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004 www.ubisoft.com/
Vic Tokai	www.victokai.com/
Video System	www.dreamsquare.co.jp/
Williams	www.williamsentertainment.com/

Web site of the month

Mario Kart 64 Explorer's Club **http://members.aol.com/itsamepete/mk64trix.index.html**



What've you got to do to join? Merely e-mail them telling them why they should let you. Meanwhile, there's heaps about *Mario Kart 64* on this site, including every conceivable short cut and even details of how to get onto the island in the middle of Sherbert Land. The presentation's nothing special, presumably because these people pour their every last Joule of energy into playing *Mario Kart*.

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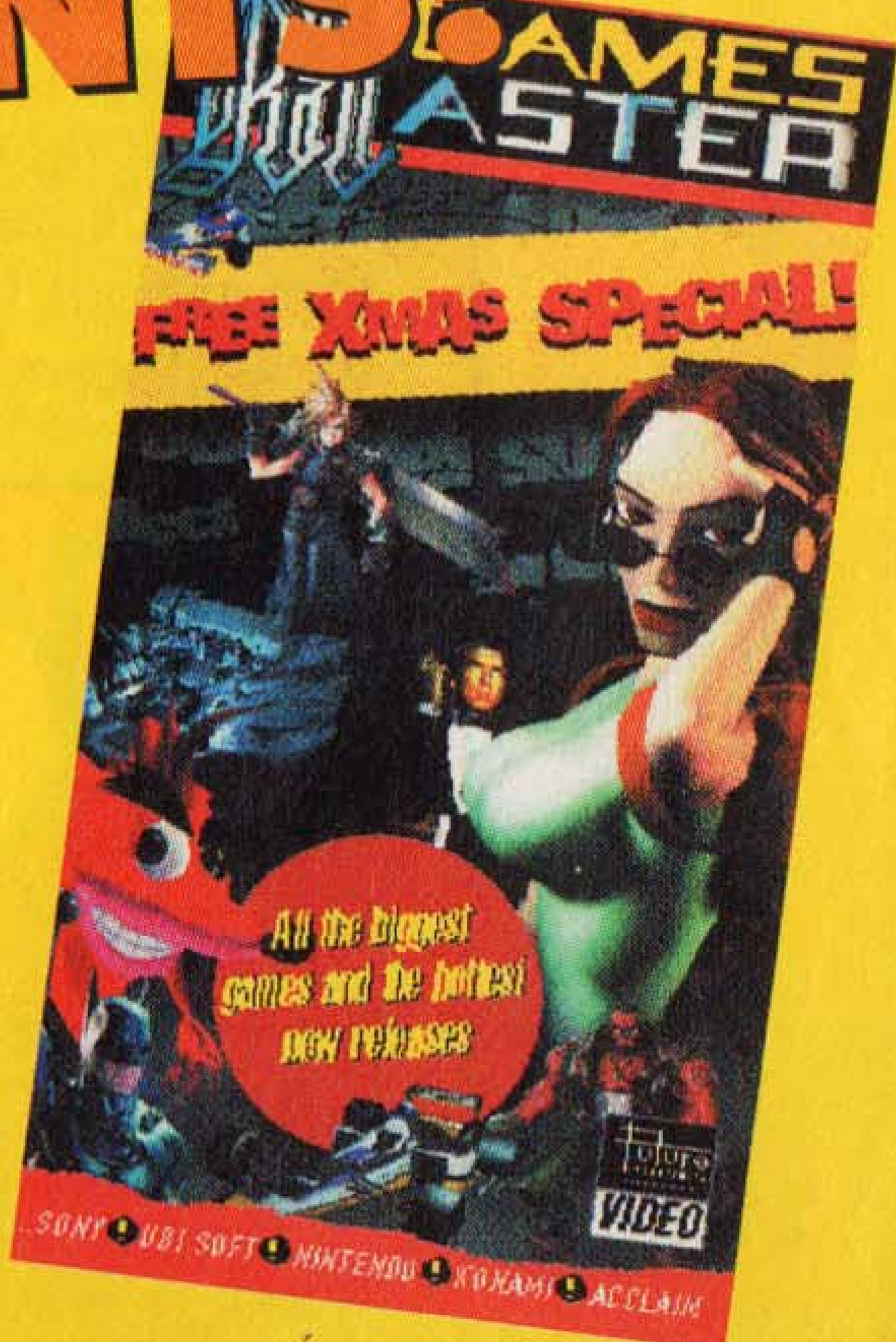
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N64 MAGAZINE ISSUE 10

THE NINTENDO 64'S FIRST CHRISTMAS!

Here's a date for your diary: 25th December is Christmas Day. And to celebrate, we'll be doing a special issue of **N64** Magazine that could only be described as 'bumper'. It'll be full of festive fun, not least of which will be a floorboard-creakingly huge review of Rare's amazing *Diddy Kong Racing*. And there'll be everything else you'll need to keep your N64 happy throughout the yuletide period, making an early-December visit to your newsie a must!

Plus!

FREE GIFT!

Yes! The Christmas issue of **N64** Magazine will come complete with an amazing Christmas present for you. And not just some tatty old leaflet, either, but the most astonishing giveaway ever attached to a thirteen-times-yearly magazine. We're itching to tell you what it is, but can't, unfortunately, until December. Hold tight!

N64 MAGAZINE The special Christmas issue of N64 *Magazine* will be out on Friday, December 5th.

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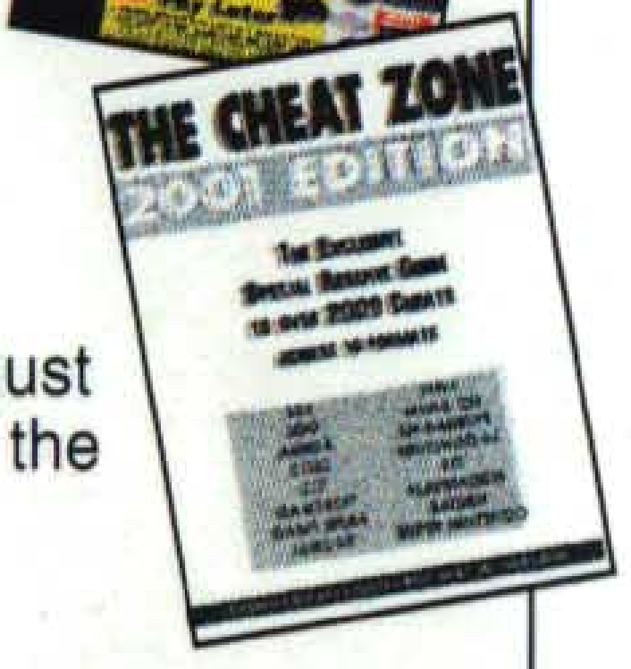

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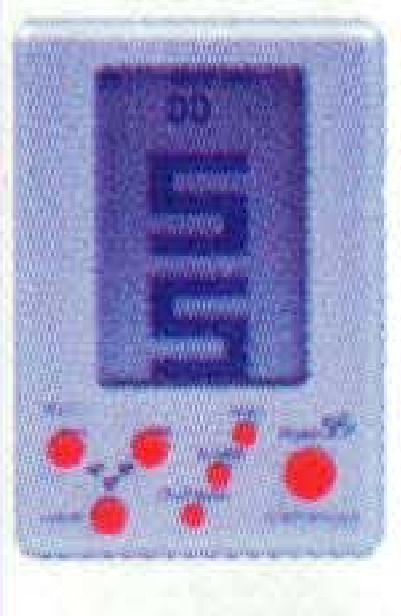

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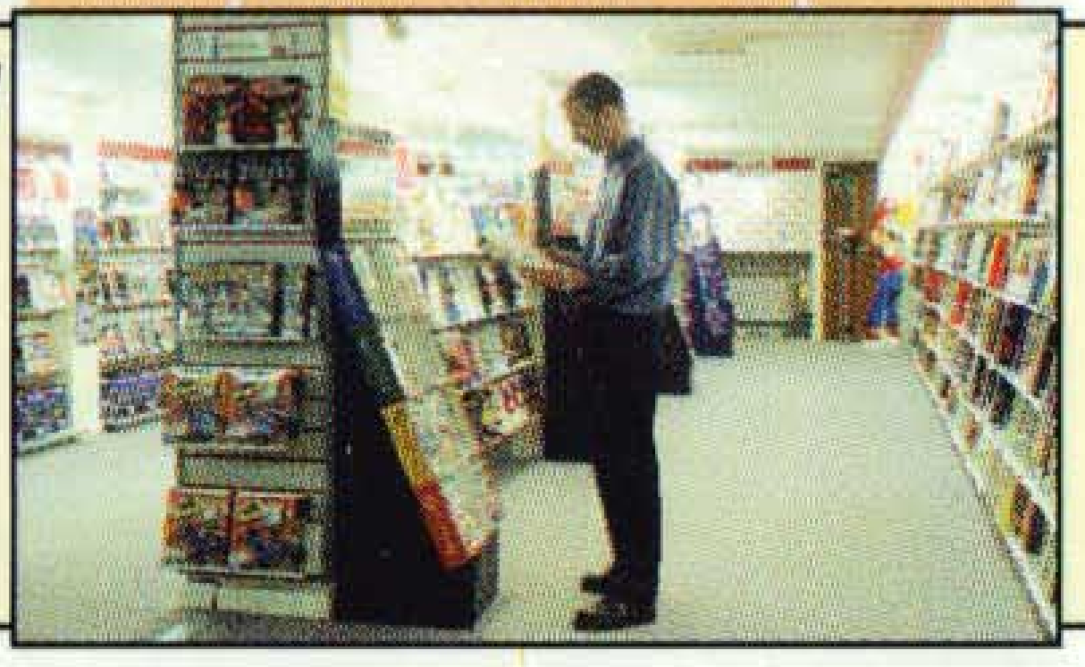

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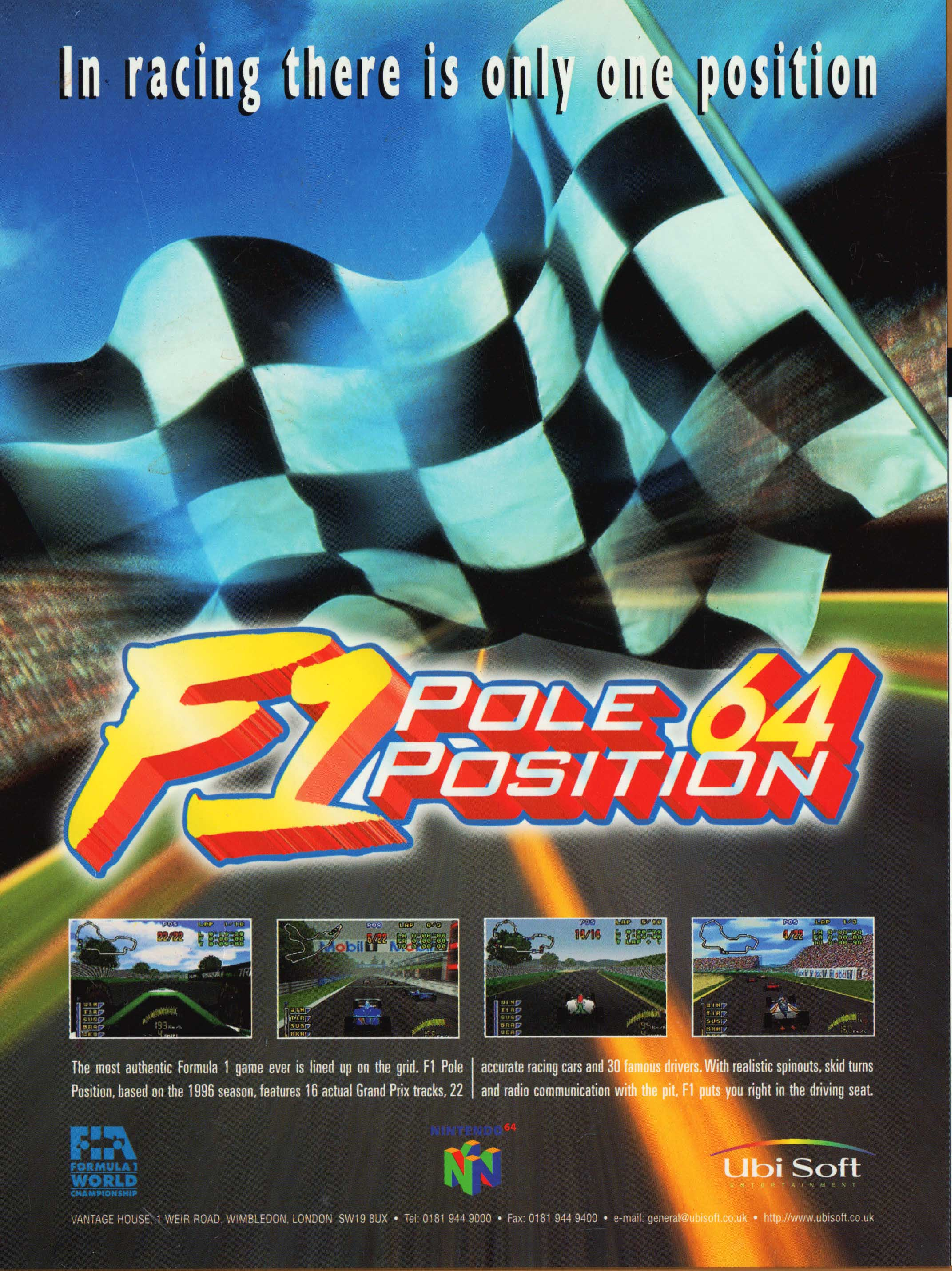
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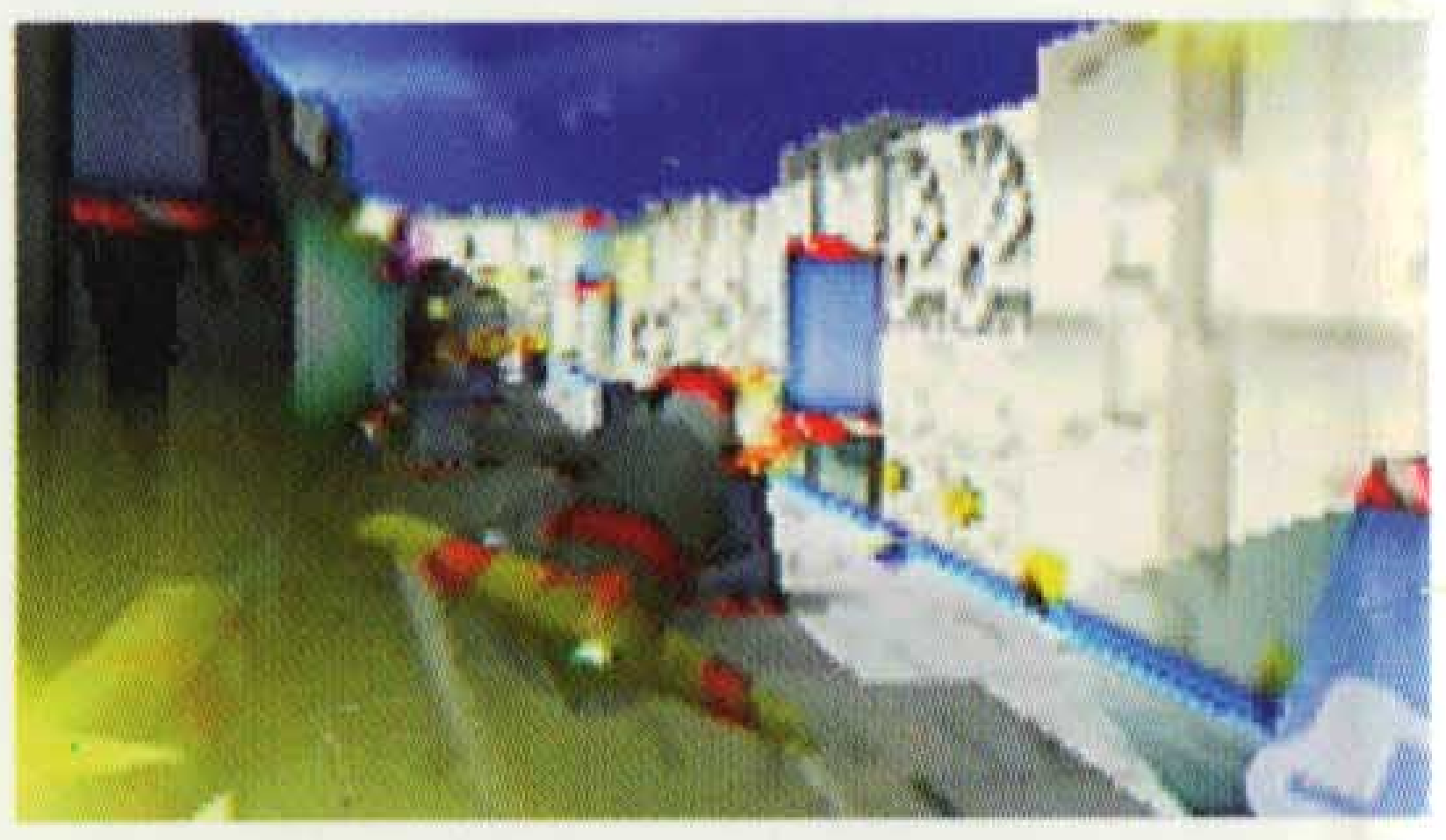

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